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N64 MAGAZINE

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EXCLUSIVE REVIEW!

BANJO TOOTIE

**RARE'S BEAR AND HIS AVIAN ACCOMPLICE
ARE BACK ONE MORE TIME ON THE N64!**

PLUS REVIEWS OF...

MICKEY'S SPEEDWAY USA

TIGGER'S HONEY HUNT

**MIDWAY'S GREATEST ARCADE HITS, NFL BLITZ 2001,
POKÉMON PUZZLE LEAGUE AND LOADS MORE INSIDE!**

**PLUS
INSIDE:**

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and no ordinary animals
at that!



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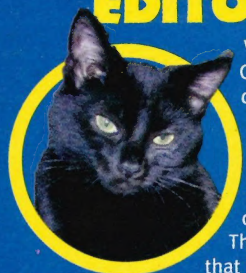
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Meet the Team!

EDITORIAL



We thought Christmas had come early this issue, when no less than seven N64 games arrived in the office for review. Then we realised that it actually was

Christmas and all calmed down a bit. By the time you read this, of course, Christmas will be over for another year (unless my proposal for extending it indefinitely throughout the whole of 2001 as a sign of peace, goodwill and an excuse to go to lots of parties and stay in bed late in the mornings has been acted upon) and in fact we spent most of this month recovering from the Paragon festivities – which were a little wild, we don't mind telling you! At one point Paul (having downed two halves of shandy in just under an hour) leaped to his feet and tried to get everyone to participate in a game of *Twister*, the crazy, wacky fool! Oh the fun we had...

The major news this issue of course, has to be the arrival of *Banjo-Tooie*. Yes, okay, we've got lots of other games too (and some rather tasty ones at that) but it's fair to say that the famous bear and his foul-mouthed, feathery friend are the two stars that most sane gamers have been waiting for since the first rumours of a sequel to *Banjo-Kazooie* started doing the rounds. We're happy to say that after what seems like a very long wait, the game is everything we were hoping for... and more. Rare have in fact been doing their usual trick of producing absolutely stupendous games, because *Mickey's Speedway USA* is no slouch in pretty much every department that counts, either!

With so many N64 games in this issue, each of which was crying out for extensive coverage, we've had to find a bit of extra space from somewhere and hence a few of our regular sections are missing. Fret not however, because they'll be back from their vacations next issue, relaxed and refreshed... er, unless we get another massive boatload of new titles arriving in the office for review!

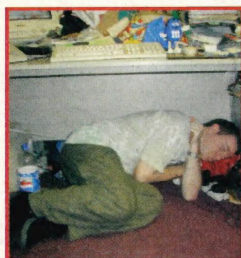
That's about it for now. Oh... apart from wishing you all a very Happy New Year and to say that we hope you'll stick with 64 MAGAZINE in 2001. There's a very bright future ahead for Nintendo, and we intend to be right there alongside

them to see it!

Roy Kimber, Editor

This issue we have mostly been... recovering from the office party!

03



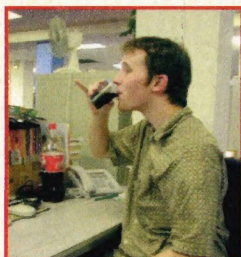
Roy

In the aftermath of the Christmas festivities at Castle Paragon, Roy mysteriously vanished for about a week. He was discovered after Paul complained of strange noises from the editor's computer, and the IS department guy who came to fix the fault found him asleep under the desk, still nursing a hangover. The noise? Not the computer, but Roy's snoring!



Nicky

Nicky partied the night – and most of the morning – away at the annual Paragon knees-up, and then proceeded to regain her usual glamorous image through the use of several rather strange salad-related facial treatments. Within just a few hours of the first day back at work, she was soon her old radiant self, putting everyone else to shame!



Paul

While everyone else in the office suffered from hangovers and various other assorted alcohol-related ailments, Paul remained surprisingly chirpy. Only the day after the big Christmas bash in fact, 64 MAGAZINE's staff writer was at his desk bright and early with nowt but a bottle of coke to ease his mildly-fevered brow. Unfortunately he'd forgotten it was a Saturday.



Alex

Young Alex had one of his first tastes of alcohol (or so he claimed) at the Paragon Christmas 'do' and it didn't have a very pleasant effect on him. He spent several weeks afterwards wandering around the office in a pair of shades, clutching his head and moaning rather loudly. From now on, he's restricted to Lucozade!

Let Us Not Forget...

Fourth on our roll call of 64 MAGAZINE contributors, we come to a very, very important individual without who's dedicated efforts the magazine would almost certainly never make it out on time... we're talking of course about the coffee machine. And not just any coffee machine! For the 64 MAGAZINE 'vendomatic' (or Alfred, as he is affectionately known) not only dispenses coffee, but also a range of fizzy drinks, hot chocolate and even a number of hot soups, enabling staff to actually survive almost indefinitely within the office, never needing to venture into the outside world and thus ensuring that deadlines are met!



COR!



Turn to page 91 to subscribe!



64 contents

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MAGAZINE

WE'VE BEEN OVERRUN BY CARTOON ANIMALS!

Mickey's Speedway USA

It's chaos on the roads as a bunch of cartoon animals set-out across America in their supercharged go-karts...



Banjo-Tooie

Yes, Banjo and his feathered friend are back! Finally we can unlock the riddle of the Ice Key...

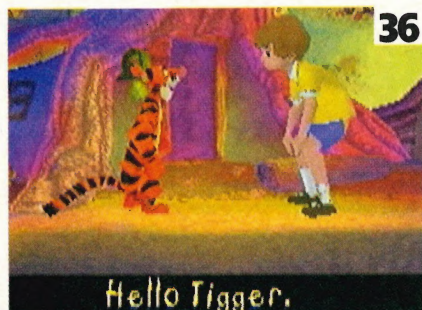
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TIGGER'S HONEY HUNT



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Disney's bouncy stuffed tiger springs straight onto the N64, on the lookout for fun.

POKÉMON PUZZLE LEAGUE



60

The Pokémon go all *Tetris* in this brain-scramblingly addictive arcade puzzler!

NFL BLITZ 2001



54

The American sport that no-one else really understands gets the Midway arcade treatment for a second time.

HEY YOU, PIKACHU!



42

We get our hands on a small, yellow Pokémon and give him a good talking to!

MIDWAY'S GREATEST ARCADE HITS



48

Remember when coin-ops used to cost just 10p a go? You do? Then you're gonna absolutely love this collection from Midway...

CANNON FODDER



66

Negotiations are over as war breaks out on the N64's little brother. It's violent, it's bloody, it's heartless... and boy, is it fun!

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Use our coloured section headings to find the pages you want. Fast!

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THE

SHOWCASE

Gamecube Titles Confirmed

Two very important companies have been advertising for people to come and work on specific titles for the Gamecube.

Firstly, Rare has placed an advert that shows off Miss Dark in all her rendered glory. Part of the advert reads, "One of our hottest properties, she needs constant attention to keep her at the top of her game." There's no way that the N64 will be treated to another first-person shoot-'em-up, so it can only be coming out on the Gamecube. Hurrah!

Secondly, Retro Studios has also run an advert this month, which includes a huge render of Samus from *Metroid*. Retro has blatantly stated that it is definitely developing the next *Metroid* game on Gamecube. Everybody knew that they were doing it, but it had never actually been confirmed before.

As usual, Nintendo wouldn't comment on the adverts – we'd like to know if they knew that these adverts were going to be happening. After all, Nintendo had said that they wouldn't be releasing any more information until E3 in May. Slapped wrists all round then!



What! no D-Pad?



Nintendo's graphics partner, ATI, recently attended an event called the Comdex show. It had its own booth there, and was proudly displaying a Gamecube, and a previously unseen version of the Gamecube controller. It left a lot of people shocked, as there was no D-pad on this version! Considering that a D-pad is essential for some games, *Nintendo* would be making a bad move to take it out. Secondly, the pad looked a lot less polished than the version everyone saw at the most recent Spaceworld.

Not to worry! We've spoken to *Nintendo*, and been assured that the pad on show was in fact a very early version. It seems that no-one outside of *Nintendo* will receive a proper pad just yet, as the design is not finalised.



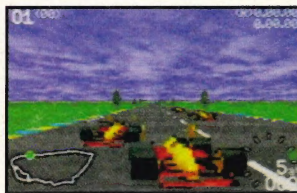
Original Gamecube Controller Design
(without a D-Pad)

Smells Fishy

Crawfish, a major developer on the GBC, has recently stated that it plans to push the GBA further than even Nintendo thinks possible. Nintendo has been touting the GBA as the ultimate 2D gaming machine, but has never said much about the 3D side of things. Crawfish plans to become one of the first developers to prove that the little handheld can shift polygons at a decent rate. With the shots that they've released so far, we've got no qualms about that. Check out the ones below to see what we mean. It

was rumoured for a while that Crawfish were developing a version of *Doom*. It now turns out that they are merely using the *Doom II* code to show off what the GBA can do. None of the weapons or monsters are in there yet, but it's looking good. The other games however, look well on the way to being finished. Apparently they are only technology demos at the moment, but surely they wouldn't stop developing what look like superb games. The F1 racing game is reported to be running with six cars

on screen and no slow-down! The biplane demo shows off the really smart scaling and shadowing abilities of the GBA. It isn't long now!



More GBA Shots

Okay, okay! We know that you've seen these shots before, but we managed to get hold of some clearer versions that really show off the level of detail that's possible on Nintendo's little baby. Both *Tweety And The Magical Jewel*, and *Top Gear GT* will be out in time for the Japanese launch date of 31 March. Mmmmm...



Take This!

European publisher Take 2 has announced that it will have two games ready for the Gamecube's predicted US launch date of October 2001. Among the developers that Take 2 has lined up is a company called Rockstar, a small team that has been handed the reigns for the next batch of *Grand Theft Auto* games.

Yet another huge publisher has confirmed games for the Gamecube – if all goes to plan, there's going to be an awful lot of games ready for the day of launch!

NO! SAY IT AINT SO



HQ, holder of the WWF license, recently announced that it would be bringing its *Rugrats* franchise to Gamecube. If you don't recall the N64 version of the game, that's because it was rubbish – we gave it 44% a couple of issues ago. While it's certainly a good thing that publishers are starting to show interest in Nintendo's next-generation consoles, announcements like this aren't going to do Nintendo's 'kiddies games only' reputation any good. Granted, anyone who considers Nintendo games to be immature and unworthy of their attention is ill-informed, and will miss out on some of the greatest games ever created – sadly, there are far too many people with this outlook on games. Nintendo needs to keep announcements like this at a minimum. It would seem common sense to us that you would want to announce triple-A titles. Come on Nintendo. Either keep everyone quiet or let everything out – don't release information that's going to do you more harm than good!



Cat Scratch Fever

Developer NewKidCo is planning to release versions of *Tom and Jerry* and *ET* on the GBA later next year. The games are said to be in the early stages of development. This is great news – you may remember that the 64 MAGAZINE team absolutely loved *Fists Of Fury*. If the GBA version is anything like that, we're in for a real treat. A Gamecube version of *ET* is also planned for 2002.

Home Sweet Home

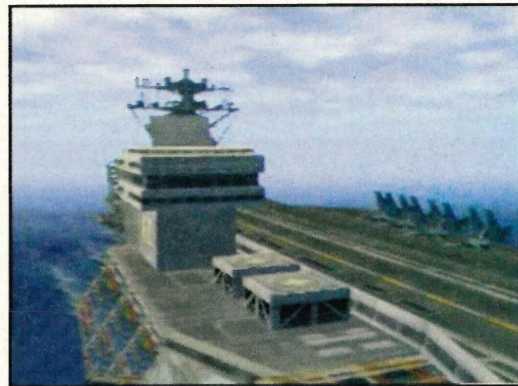
Nintendo has moved its base of operations to Kyoto, Tokyo. The new offices are much larger and more advanced than before. As you can imagine, the teams working inside probably have access to every piece of software and hardware that they'll ever need. All the better for us, then! Here's a piccy of their little cottage...



Reward The Sinners!

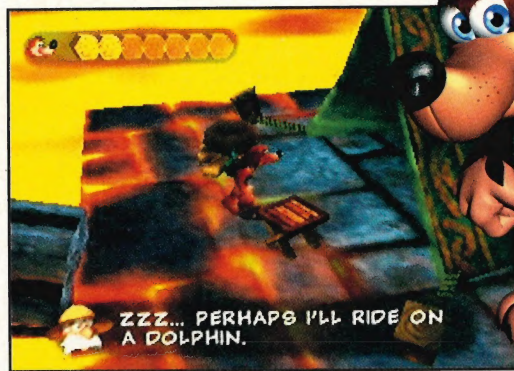
The Treasure-developed shoot-'em-up, *Sin and Punishment* (which was only announced at Spaceworld) has been awarded the highest possible score by Japan's leading multi-format magazine, *Famitsu*. The magazine gave it a

Platinum Award. *Sin and Punishment* is out now in Japan, and is selling by the bucket-load. There is still no confirmed date for a US or PAL release – don't worry though, we'll bring you the full low-down on the Japanese version in the next issue.



DV-DOH!

As you may or may not know, Sony launched its Playstation 2 console in the UK this month – and guess what? They've stuffed up! As was the case in Japan, a fair number of people are buying into PS2 so that they can have a cheap DVD player. It now turns out that if you try to play DVDs through a SCART cable, you will get a green picture! Seeing as Sony recommends that you use a SCART cable to connect the console to your TV, they will now have tens of thousands of angry customers. What a shame (snigger). We can't see the problem being sorted out any time soon. Sony can't make enough machines as it is, let alone try to replace 80,000 faulty ones.



Rare Gets Rabid



After playing through the American version of *Banjo Tooie* this month, we've discovered a little secret addition that Rare has put in. Remember how Rare always put little clues as to what titles they will be developing next into their games? Well they've done it again. On one of the levels in *Banjo Tooie*, you come across a frozen explorer. When you eventually unfreeze him, he goes back to his tent, which has none other than the *Sabre Wulf* logo on it! As some of you may know, *Sabre Wulf* was an adventure game that came out on the Spectrum back in the eighties – Rare were called Ultimate Play The Game back then. Anyhow, the explorer mumbles something as he's falling asleep. Check out the screenshot to see what he says and draw your own conclusions (dribble-drool-mmmm).

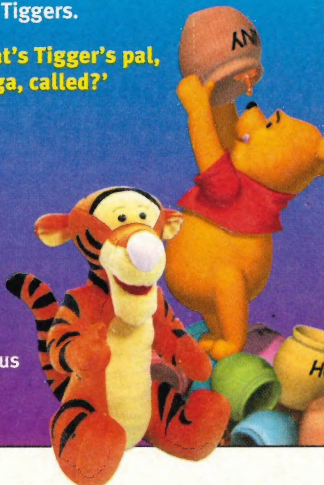
Win
Tigger And Pals!

Ubi Soft managed to accidentally leave a copy of their latest Winnie The Pooh licensed title, *Tigger's Honey Hunt*, behind in the office, and so we thought we'd give it to you lot! First person drawn from the hat who answers the following question correctly wins the game, and five runners-up get their own fluffy, bouncing Tiggers.

Question: 'What's Tigger's pal, the son of Kanga, called?'

- A: Pooh
B: Roo
C: Sue

Answers on a postcard to the usual address, marked Tiggers Are Bouncy! Compo, to reach us no later than 25 January 2001.



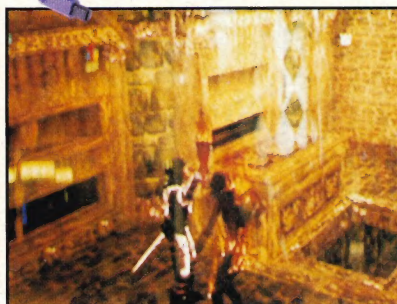
Eternally Gamecube's



In a recent interview, a spokesperson for Nintendo commented that they hadn't yet decided which platform *Eternal Darkness* and *Dinosaur Planet* would be coming out on. He was prompted to make this comment after being asked to explain why it was that both games

had disappeared from the N64's release schedule. This comes as a massive shock to everyone. Both of these games have been in development for a long time, and were looking very polished. While Nintendo hasn't said in any way that the N64 versions of these games have been canned, it's a

bit worrying that they should even have any doubts. We contacted the relevant companies as soon as we found out. Silicon Knights weren't available for comment, but a spokesperson from Rare told us that as far as they were concerned, *Dinosaur Planet* was still being developed as an N64 title. More news as we get it.



64 Magazine's Most Wanted

Conkers Bad Fur Day

We've been infected with Rare fever this month – *Banjo Tooie*'s awesome gameplay has really got us into that unmistakable Rare groove. That's why we're looking forward to anything Rare this month – no questions asked. *Conker's* going to be a corker, and you know it.



Dinosaur Planet

With this month's news that the potential *Zelda*-beater from Rare could well be ported over to Gamecube, we say NOOOO! It would be lovely to see it on Gamecube, but there's no way that we're going to wait that long.

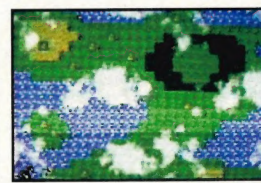


Eternal Darkness

As the days become shorter and the darkness draws in, we begin to dream of monsters and demons, and cracking horror games like *Eternal Darkness*. The months really are dragging on...

Zelda GBA

We've been thinking about this constantly since we found out about it last month. *Zelda* on the Game Boy must be one of the most played games ever. Just imagine how many copies this is going to sell!



Star Wars Episode 1: The Battle For Naboo

It's so close. Merely weeks to go until Factor 5's hugely anticipated shooter comes laser-cannoning its way into the 64 MAGAZINE offices. Ahhh, Tie Fighter fire... like music to our ears.



64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	The World Is Not Enough	EA	94%
2	-	Zelda: Majora's Mask	Nintendo	95%
3	4	Pokémon Snap	Nintendo	88%
4	6	Pokémon Stadium	Nintendo	88%
5	-	Lego Racers	Lego Media	76%
6	1	Mario Tennis	Nintendo	92%
7	8	Perfect Dark	Nintendo	98%
8	9	Zelda: Ocarina Of Time	Nintendo	96%
9	10	Mario Party 2	Nintendo	81%
10	7	GAME Triple Pack	-	-

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo 46*, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!

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THE PERFECT STORM

GEORGE CLOONEY GETS SHAKED! FULL ON REVIEW ON PAGE 40

GLADIATOR

REVIEWED INSIDE! RUSSELL CROWE RAMPAGES THROUGH ROME!

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X-MEN

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When I'm



Got something you want to get off your chest? Then write in to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



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£120
OF N64 KIT!

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One SCART Lead



Making Sense?

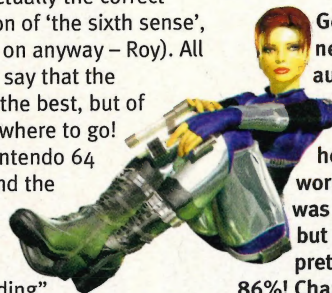
Dear 64 MAGAZINE,

To begin with I'd like to say to everybody out there: "The sixth sense is to know which console is the best, and the best games for it." Yes - you've guessed it, the N64! (Er... I'm not sure that's actually the correct definition of 'the sixth sense', but carry on anyway - Roy). All my friends say that the

PlayStation is the best, but of course I tell them where to go! We all know the Nintendo 64 has 64 bits (duh) and the fastest running speed out of the two. It's a FACT. The PlayStation has those annoying "Loading" Screens when you are about to play it.

Moving on, I'd like to say that when I got *Perfect Dark*, just beforehand my mum made me wait the whole six week period before letting me get it. Evil, isn't it? But I didn't stop nagging her! I got it after the Summer holidays.

In the end when I turned it on it was just the best: it was stunning. The graphics were great (with the expansion pak of course). It was almost touching! I love it so much now and I'd



like to say THANKS (64 MAG team) for helping me through the game so far! The hints, tips and guides helped a lot. Thank you loads. PS: *Operation Winback* is an import, right? Is it any good? Please tell me next issue, and I'd like to say thanks to all your readers for reading this too! Thank you.

Joseph Dymock, no address supplied.

Gosh, what a lot of thanks! Well I never, bless my soul! Oh my giddy aunt! What a rum do! Oops, sorry, having a bit of an Enid Blyton moment there. Anyway, glad to hear that someone appreciates the work we put into our guides! *Winback* was an import when we first reviewed it, but now it's out in the UK. And yes, it is pretty good, which is why we gave it 86%! Changing the subject somewhat... your mum wouldn't be called Charlie, by any chance, would she Joseph?

Do Not Guide Me!

Dear 64 MAGAZINE,

As much as I love your mag, I am sick of the huge, lengthy game guides and cheat sections in your mag. These guides don't just waste precious space in the



Prize Winner

Perfectly Mad!

DEAR 64 MAGAZINE,

I am getting very annoyed with how easy games are getting these days. I have 19 games for my N64, and have completed nearly all of them while on the SNES I have more games but have completed less. I would never get rid of *Super Mario World* on the SNES, but on *Mario 64* it was much easier getting all 120 stars than doing all 96 levels of the SNES version. This leads me to the question: will games on the Gamecube and Game Boy Advance be harder or about the same difficulty as they are now? I am planning to get both of them and I'm looking forward to it. Another thing is that hardly any new games coming out are original. *Blast Corps* and *Space Station: Silicon Valley* were both great games and I even like games like *Perfect Dark*, even if they are unoriginal. It's just that nowadays developers don't have any new ideas. A Bond game in the same style as *Metal Gear Solid* would be amazing. Congratulations on the mag, and keep up the good work.

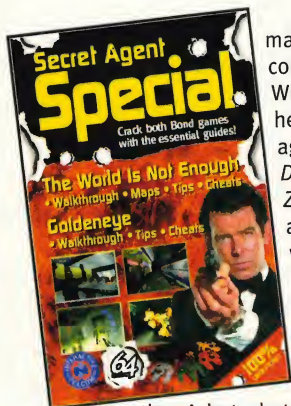
PS: Do you have any places where you can get SNES or NES games? If so please give me the phone number?

James Crescenzo, Brighton

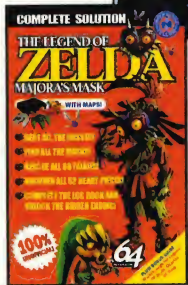


The difficulty level of games has always been a sticking point, James. In the 'good old days' of gaming, even before the SNES and NES, if you could finish a game in less than six months it was often considered too easy, and this was when paying £10 for a title was considered a lot! These days unfortunately, it seems that many people actually want their games easier so that they can get the satisfaction of finishing them, and it does seem the rule that games have begun to get easier, with companies making them bigger to compensate. At the end of the day though, this makes them more attractive to a wider audience, and thus they sell more, which is what the games manufacturers want. As for games on the Gamecube and the GBA - with Nintendo's 'fun for all the family' policy, the chances are that the majority of the games won't be incredibly difficult, but there are bound to be a view tricky ones to keep the hardcore gamer interested. As far as originality goes, we're all in favour of new concepts, but as to your suggestion - wouldn't a Bond game in the style of *Metal Gear Solid*... er, be exactly like *Metal Gear Solid*?

Oh... if you're looking to pick up some games for classic consoles, then you might want to try contacting the Videogames Centre on (01202) 527314... tell 'em we sent you!



mag, but they completely ruin games! When a game has been held back again and again (*Zelda*, *Perfect Dark*, *Duke Nukem: Zero Hour* to name but a few) the last thing we want is for a magazine to publish guides that ruin them. I know that you are just going to say 'don't look at them', but what you don't understand is that there is a strange compulsion to, and therefore any time we are stuck, instead of working it out, we instantly reach for the guide! PLEASE stop it! Myself and everyone I know feels the same, so we have sent a petition, which I hope you respond to. Next is the huge A-Z of cheats section in issue 45. I



like cheats in magazines (not guides) but cramming the section with cheats for four-year-old games is both wasteful and pointless. The people who own these older games would already have the cheats, so why put them into the mag?

Getting back to the point of games being held back, I feel that holding *Perfect Dark* back was one of the best things Nintendo has ever done. A 30 June release meant that I had time to concentrate on my SAT exams. Had I been playing *PD* I would never have revised, and it meant that I had all of the holidays to play it. Cheers Ninty! It also means that a game is made truly world class, and with *Zelda* and *PD*, it seems to have worked! What I do hate though, is when completely finished games are held back for no reason, such as *Excitebike 64*. I really wanted to buy it in September, but now it's set for January 2001. What the hell? Do you have any info?

PS: The difference between a cheat and a guide (in case you think I'm contradicting myself) is that with a cheat, you still have to work out how to finish levels and bosses, but a guide does it for you!

Dan Stringer, Stoke-On-Trent

Well cheers for the explanation Dan! How about: a guide is there for reference when you really hit a dead-end, but cheats let you just skip through the entire game without much in

the way of skill so that you can tell your mates you were the first to finish it? Sorry. Bit harsh. There is a place in this world for both cheats and guides, and if you don't want to use the guides and yet can't resist looking at them, then we suggest asking someone to hide them from you (your mum perhaps?) As for the A-Z of cheats, people are buying N64s and N64 games all the time, and 90% of enquiries that come from you lot are for cheats for 'old' games, so we figured an A-Z was the way to go! After seeing your petition we were going to stop publishing guides altogether, but then a handwriting expert took a look at it and declared that several of the signatures had been done by the same people! How could you try to callously mislead us like that Dan? We're gutted!

A Simple Soul...

Dear 64 MAGAZINE, I know that loads of other people have told you that the big N is going down due to a lack of great games, but I have a reasonable solution. I say that all you need are simple games with addictive gameplay. Take *Bust-A-Move* for example: a simple game that kept me glued to my TV for hours. Or *Lemmings*,



also very simple, yet extremely addictive. Then there's *Bubble Bobble* which was one of the best games among all the others in history as far as I'm concerned. And of course there's the traditional *Super Mario* games that don't take that much skill but involve you for ages and ages and keep you interested until the end.

A good game isn't something that has spectacular graphics or wonderful surround sound, it's the gameplay that really counts. Who needs *Zelda* or *Banjo-Kazooie* and (dare I say it) *Goldeneye*?

Just because of the upgrading technology, gameplay is going down and graphics are going up. I reckon that in a few years or so the Nintendo controller will have two

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Er... Unimpressed

Dear 64 MAGAZINE,

We think that the *Red*, *Blue* and *Yellow* version of *Pokémon* is great but we think you can still improve it. You should make Zubat, Golbat, Dragonite, Charizard, Butterfree, Beedrill, Venomoth able to learn HM FLY.

Also Misty and Brock should follow Ash (then you can pick who battles). Misty can complain about her bike and Brock can cook food and give advice to Ash. Misty and Brock can only catch the water and rock Pokémon.

We also think you should be able to find Pokémon eggs and the Pokémon should talk. You could also make some restaurants because on the *Pokémon* games we've played Ash never seems to eat or drink.

Shouldn't he be hungry?

We've also heard of something called *Pokémon Black*.

Is it an illegal version? If it does exist then you could possibly play Team Rocket and instead of collecting 150 Pokémon, you could steal 150! Every time you collect 10 Pokémon your boss could give you a new machine to help capture others! Yexi and Isaac, London

Uh huh? Uh huh? Right, right... good. Um... just exactly who did you think you were writing to? We're not sure, but we think you may have been playing *Pokémon* games just a little too long! Perhaps you should take a break for a bit, go out and get a bit of fresh air... that sort of thing?

I Disagree!

Dear 64 MAGAZINE,

I am writing to complain. I want to know why you rate your games the way you do and why they mostly get awful scores. I borrowed *Twisted Edge Snowboarding* from my friend last week, I played it and I think it is great. I looked at your magazine's rating to see what you gave it and I discovered that you'd given it a measly 70%.

To quote you: "Good looking game with duff controls". I want to know why you said it had "duff controls". I think the game handles well, it has good moves so why give it 70%?

The cheats are good for it by the way! PS: I know that *Zelda* and *Goldeneye* are good games, so don't say that I don't know what good games are!

Michael Woodcock, Hampshire

We weren't going to! As we've said in the past (time and time and time again) reviews are one person's subjective opinion of a game. If they like it, they like it, if they don't, they don't. That said, they must always back up those opinions with reasons, hence in this case: it has duff controls. If you loved the game with a passion, then fine, obviously you didn't find the controls as much of a problem as the reviewer did. As for games in our magazine mostly getting awful scores... that's not actually the case. We score 'em how we see 'em, so if they're good they get a good score, and if they're rubbish then they don't!

buttons and the games will be 96% other bits and about 4% gameplay. Nintendo really needs to wake up and smell the coffee, or they are going to be bankrupt.

Nintendo – Get your act together.

Koral Jackson, London

Hmm... we were with you to begin with Koral, because we totally agree that gameplay is the most important element in a videogame. However, you then criticise *Zelda* (gasp), *Banjo-Kazooie* (come on!) and the sacred *Goldeneye*? (Aagh!) Rather ironically, the games you've chosen as your examples are ones that not only look great, but have fantastic gameplay too! However, you're original point was valid, so we're going to let you live. If we had to choose between gameplay and graphics, it would be gameplay all the way!

Old And Bitter?

Dear 64 MAGAZINE,

I have read your magazine from issue one shortly after purchasing my N64 (for £250 – ie: quite a while ago), and have found it an enjoyable read, and the definitive guide on upcoming N64 releases.

However, over the past year the quality of your writing has gone downhill, and you are now almost as bad as the rest of the monthly mags who adopt a sensational, jokey approach to games journalism, aimed squarely at excitable teenagers.

The main difference between N64 and PlayStation uses is that we Nintendo fans consider ourselves "serious" gamers as opposed to the "10 minute arcade freaks" who revel in the PlayStation's wide variety of shallow, over-hyped, ten-a-penny games. I don't have any actual facts in front of me, but I bet the majority of N64 owners have been long-time devotees to the apex of computers/consoles over the years, such as the Commodore 64, Amiga and SNES.

Forgive my cynicism, but it seems to be the council-house dwelling, knocked-off-Armani-gear-wearing, lighter-fuel-sniffing brats with shouty attitudes who are all "getting PlayStations for Christmas, because you can copy loads of games for nowt", while the more appreciative, more enlightened kids request N64s because they are prepared to persevere with the cream of modern computer games in order to reap the rewards offered by *Mario*, *Zelda*, *ISS* and co.

Your magazine usually echoed this more mature approach, but since the departure of the old editor, the use of CAPITAL LETTERS, !explanation marks! and pop culture references has exploded in your pages! Your reviewers do not tell us enough about the project they are reviewing any more – text is now made up of ridiculous inappropriate ranting, using trendy, pointless slang ("check

it out!", "go buy this game now!", "as bad as a pile of dog turd" etc, etc) The reviews of *Mario Tennis* and *F1 Racing Championship* in issue 45 by Paul Gannon were the most shallow and uninformative ever, though assuming Gannon is 14 years old, I suppose he tried his best.

This sort of rubbish should be kept to within those atrocious TV shows of the moment, which are supposedly dedicated to computer games but spend all their time flogging the flashiest PlayStation FMV scenes in order to appeal to the aforementioned lighter-fuellers!

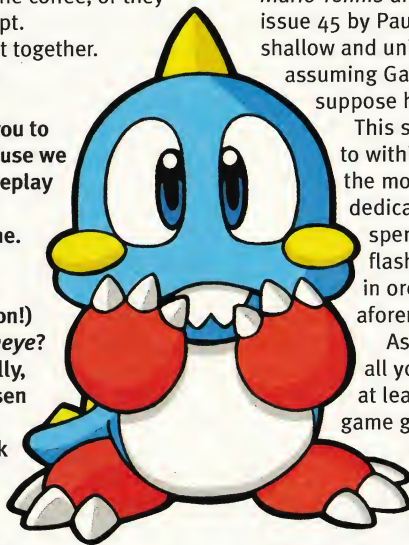
As a final complaint, where are all your articles? Couldn't we have at least one feature an issue on game genres, industry facts or just some sensible discussions on the varied attitudes towards games? Interviews with publishers and pieces on

Gameboy/conventions/games in progress hardly stimulate the imagination or provoke opinion, and we all know most releases do not live up to expectation when they finally arrive for sale!

Your magazine was probably the most respected in the business, a sort of modern-day *Zzap!64* from the Eighties. Please have a word with, or renew your writers, and stop this dumbing down before you end up just another glossy, overpriced, insubstantial monthly fix of hype and commercialism with nothing real to say.

F N Gully, Newcastle

I wouldn't usually do this, but I felt quite strongly about this letter, and so I thought a personal reply was in order. Right... where do we start? Well to begin with Mr F N Gully – you don't like our reviews? Fine, that's your opinion, and you're welcome to it. You don't like capital letters? Fine. You don't like 'explanation marks'? Well, we're assuming you mean exclamation marks – fine. You don't like all the features we run? Also fine, as you can't please all of the people all of the time, and we try to put in something for everyone. However, you don't like pop culture references? Tough. We (unlike you, obviously) happen to live in the real world, and inevitably this is reflected in much of the writing. And as for your comments on "council-house dwelling, knocked-off-Armani-gear-wearing, lighter-fuel-sniffing brats" – you don't even want to get me started on that! For your information, Nicky was brought up on a council estate, and she is just one of many who found your comments ill-informed, ignorant and offensive. Presumably you grew up in a large mansion with plenty of servants (who 'knew their place') to look after your every whim? Unfortunately, not everyone is so fortunate, and to generalise about people from a certain background is unpleasant and ultimately damaging. If the changes made to 64 MAGAZINE since Andy left have discouraged you and others like you from reading it, then I for one feel that we've been doing a good job! Roy Kimber, Editor.





Rage Wars

ZENIUM

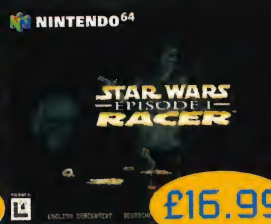
The A-Zenium of
Nintendo 64 Games...



Shadow of Oblivion



ZELDA
Majora's Mask



Star Wars Racer



Perfect Dark



Carmageddon



World Is Not Enough



Vigilante 8



Worms Armageddon



Pokemon Snap



WWF No Mercy



Rugrats
Treasure Hunt



Super Smash Bros.



Mario Party 2

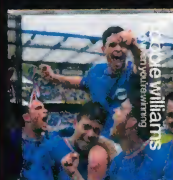


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64 sight

See the games of tomorrow today!

14 Star Wars Episode One: Battle For Naboo

15 Pokémon Stadium Gold and Silver

16 Rugrats In Paris



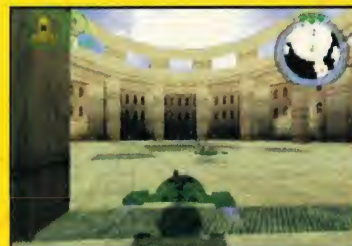
Star Wars Episode One: Battle For Naboo

The Force IS Strong In This One!

It's been a good year now since the release of the fourth part of the *Star Wars* legacy in the cinema, so we've all had time to reflect on just what we all thought of the film. To be honest, the movie probably wasn't all that good, but does that matter when a million or so fans walked away reasonably happy? We've already had one N64 game based on the events from *Star Wars: Episode One*, and now *Star Wars* fans are waiting with baited breath for a second game, which is also set during the unfolding events of *The Phantom Menace*!

As word reaches us about this game, the preliminary news seems to be good! Apart from the eye-catching graphics, and sound quality which promises to be very good indeed... the game also happens to be being developed by Factor 5 (who produced *Rogue Squadron*) so that in itself is a promise of something really rather excellent!

The action has you battling under the sea, across the ground and above the stars, in a story that runs parallel to the film, so you can expect to join



[Above] *The Mir space station encounters a rather unexpected hazard, in the form of an incoming Naboo fighter.*

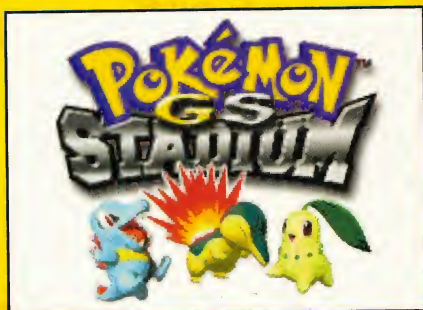
in on some of those spectacular dogfights, and even accompany young Anakin Skywalker as he sets a course to blast the Trade Federation control ship to dust in his battle against tyranny!



[Above] *The skinniest robots in the Universe finally get sick of all the 'Twiggy' jokes at their expense and go on a murderous planet-wide rampage!*

STAR WARS EPISODE ONE: BATTLE FOR NABOO	
→ PUBLISHER	Nintendo
→ DEVELOPER	Lucas Arts/Factor 5
→ UK RELEASE	TBA

This game looks as if it has the potential to become even more successful than its ground-based *Racer* counterpart, as it draws you into the action and thrills of the film. It could totally blow you away!



[Above] Jigglypuff looks like he's bitten off more than he can chew here! That Pokémon looks like Spiderman's foe, Venom.

Pokémon Stadium Gold And Silver

Seconds out, round two of the Pokémon slugfest!



[Above] You've got to wonder where the ideas for a lot of these Pokémon come from. I mean, what's this one?



[Below] And in the lead we have... um, well, we're not actually sure who's in the lead... possibly a blue thing.

Captured them all, have you? Trained to be the best and beat off the competition, did you? Want to be better than any one else, do you? Well, apart from sounding like Yoda, there is another way of becoming an even more accomplished Pokémon master, and it's all possible with the new and improved *Pokémon Stadium*!

Already a hit in Japan, the latest *Stadium* allows you to pit all the newer Pokémon from *Gold* and *Silver* against the already-established collectible beasts of *Red*, *Blue* and *Yellow*!

The latest *Pokémon* offering was unveiled at the Spaceworld expo in Japan this year, and promises to succeed its predecessor in every possible way. Not only is it compatible with the five other editions of the Game Boy Color games, but it will also be compatible

with the hotly-anticipated *Crystal* edition! The graphics are greatly improved, and the fighting has more battle modes and more brand new mini-games than you can shake a Meowth at! As before, you'll be able to take all the creatures from your Game Boy and transfer them, via the Game Pak, into the N64.



This time around, you have 251 beasts to wage war against and the battles on-screen show all the attacks in one-on-one glory! There are new Cups, an improved Gym Leader Castle, and a feature called 'My Room' where you compete to collect all manner of goodies, to fill up your very own virtual room! For all of you who await the latest *Gold* and *Silver* carts, which have become staggeringly popular all over the world, you'd better get training soon, if you're going to compete in this brand new *Stadium*! ■

POKÉMON STADIUM GOLD AND SILVER	
→ PUBLISHER	Nintendo
→ DEVELOPER	Nintendo
→ UK RELEASE	Summer 2001





Rugrats In Paris

Picking Up Reptar's Pieces In Paris!



[Below] Chucky finds his way into a room with lots of fragile glass bottles just out of reach. If only he had a catapult!



[Below] Tommy releases his built-up frustration by taking it out on Europe, then cries and blames it all on his little brother!



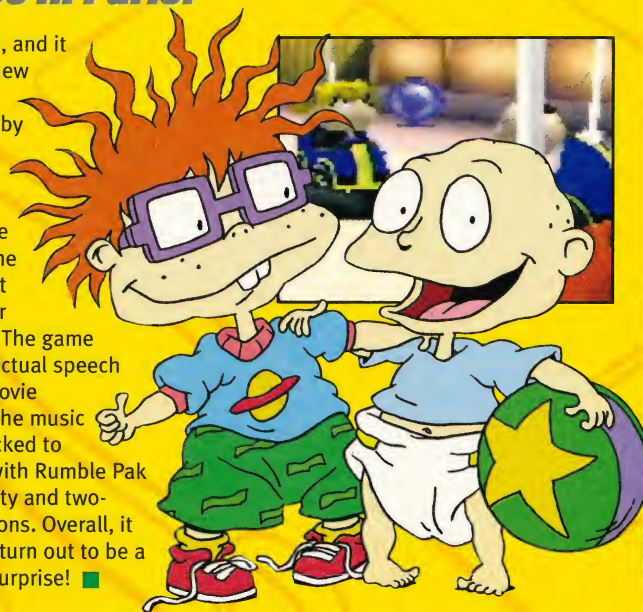
Although *Rugrats Treasure Hunt* didn't exactly set our world alight, it at least appealed to a younger market, and with this latest *Rugrats* game the action has moved away from board game-type shenanigans and into the realm of platform adventure! Based on the forthcoming film, *Rugrats In Paris* allows you to play as one of the familiar tots from the series, and also to play a new secret character!

As the kids travel to EuroReptarLand, Tommy's father manages to trash his lovely Robotic Reptar and so Tommy, Chuckie, Phil, Lil and Angelica must all get together and search for the missing parts! These parts are scattered throughout 16 massive levels, not to mention bonus games, mini-games and multiplayer scenarios!

Although this game, like its predecessor, might be aimed at the younger end of the videogames market, there still might be enough here to interest older gamers. There certainly seems to be enough variety in *RIP* to keep the interest from waning, with all kinds of carnival fun to be had! You can venture into Chuckie's obstacle course, witness a titanic battle between Robosnail and Reptar, or play on the bumper cars!

Some of the shots we have seen from the game at least prove that it

looks good, and it runs on a new engine – developed by Avalanche Software – which controls the 3D world the kids inhabit during their adventure. The game also uses actual speech from the movie alongside the music and it's packed to the nines with Rumble Pak compatibility and two-player options. Overall, it might well turn out to be a nice little surprise! ■



[Below] Little Tommy is about to have a big accident in his nappy after seeing the haunting sight of a huge 100ft-high Reptar. Never mind the fact that he is also lost!



**MICKEY'S
SPEEDWAY USA**

→ PUBLISHER THQ
→ DEVELOPER Avalanche Software
→ UK RELEASE January 2001

**WHAT'S
REVIEWED
IN THIS
ISSUE!**

64 reviews

MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

→ PLAYERS

The number of people who can play the game.



→ EXPANSION PAK

Does the game have Expansion Pak's extras?



→ RUMBLE PAK

Can you plug this in to shake along with the game?



Publisher Who sells it

Developer Who wrote it

Game Type What type of game

Origin Country it was written in

Release When is it out?

Price See if you can guess?

\$64,000 QUESTION

✚ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.



MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

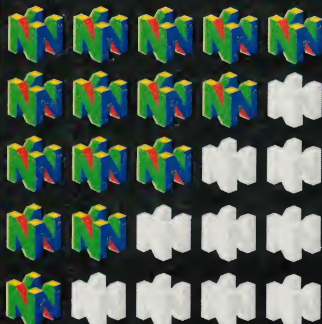


Mickey's Speedway USA

Disney's squeaky-clean mouse takes to the road for some madcap driving, courtesy of those race-masters at Rare!

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!

28 Banjo-Tooie



The bear and the bird are back in the long-awaited sequel to Banjo-Kazooie... and about time too!

36 Tigger's Honey Hunt



Pooh's orange-and-black-striped friend bounces onto the N64 for a surprisingly playable adventure!

42 Hey You, Pikachu!



Move over Doctor Dolittle, we don't want to talk to the animals when we can talk to the Pokémon!

48 Midway's Greatest Arcade Hits

The name says it all: six of the best from those retro coin-op experts at Midway!

54 NFL Blitz 2001

Some amazingly fast American-footie action in Midway's sequel to its original arcade hit.

60 Pokémon Puzzle League

The furry fellows take to the N64 once again in what is probably their most addictive game so far!

64 BOTTOM LINE

CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

THE FINAL SCORE

95%+



94%-90%



89%-75%



74%-50%



49%-30%



29%-10%



Below 10%



Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

Mickey's Speedway USA

*Hit the road Mario and
Diddy, Mickey's in the
driving seat now!*

64
MAGAZINE
SIZZLER



NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



Publisher	Nintendo
Developer	Rare
Game Type	Racing
Origin	UK
Release	Out now
Price	£44.99



MEMORY OPTIONS

→ **MEMORY:**
Stores game progress, cheats, secret characters etc

→ **CONTROLLER PAK**
Not used

Hey Mickey, you're so fine, you're so fine you blow my mind, hey Mickey! Er... sorry. This game has just got to me in a big way! I need to calm down a second, hang on...

Right, that's better, phew. You know that movie where they go on about speed all the time? What was it again? (*Speed?* – Alex.) Er... no, that wasn't it. (*Speed 2?* – Alex.) Nope, no, that wasn't it either. You know the one... had that bloke in it... you know... the one that's in... er, all those movies? Um... had planes in it? (Oh... *Top Gun?* – Alex.) Yes! That's the chappie. The one where they went on

"Graphically this game is just beautiful."

about feeling the speed. (I think you'll find that they 'felt the need for speed' actually – Alex.) Oh... well, feel it, feel the need for it – what's the difference? Anyway, I'm writing this review, so naff off! (Well, really! – Alex.) Has he gone now? Good. Sub Editors, I don't know...

Er... anyway, the point I was trying to make was that if the people in that movie had really 'felt the need for speed', then they could have just played this game! It really is that fast. (So couldn't you have just said: 'it's fast?' – Paul) Oh good grief, who let you in here? Right... everyone is to stay out of this review from here on in, or heads will roll! Everyone understand? (...) Good. On we go...

Top Gear Goofy

Now, it's fair to say that a good racing game doesn't really need a plot. After all, if you're sitting down with the intention of driving really fast around a track, then you don't really need to know that the reason you're doing this is to 'rescue Princess Squiffy', or to 'uncover the legendary Lost Toilets of Lavatorium'. At the end of the day



[Above] Mickey Mouse – that all-round, American hero, in his first N64 outing, wow! (And before you mention Disney Tetris – we're ignoring it, because it wasn't that hot.)



[Above] Mickey appears to be having some kind of problem – he's on a very easy track and yet he's running in last place!

you just want a fast and exciting race, or – if you're a little dull – a slow and boring one, but I digress. As this is a Rare game (and as we all know, Rare likes its stories) there is a plot. Which goes something like this...

Mad Max Mickey

Apparently the Weasels (who are the bad guys, because Weasels always seem to be the baddies in anthropomorphic cartoons, which is a shame, because in real life they're really rather cute) have kidnapped – or dognapped if you want to get all pedantic – Pluto, Mickey's canine confederate. Supposedly this is so they can gain possession of his new diamond collar. Which is a bit daft really, because you'd think it



[Above] Mickey moves up through the pack with his 'bird' right on his tail. These animals are pretty nippy drivers!

Choices, Choices...

Once you've played through a track once, you can then access it in the practice or time trial modes, via the pages of a big picture book...



[Above] Taking a slight detour from the search for Pluto, Mickey prepares to cross the border with his stash of illegal guns.

\$64,000 QUESTION

- + Looks fantastic!
- + Terrific sound effects
- + Very, very fast (on later levels)
- + Good learning curve
- + Nice variety in the tracks
- + Very well presented
- A little easy
- Nothing particularly original





[Above] Your progress through the game is mapped out on... a map. This is stored inside a box which opens when you need it.

would've been much easier just to lift the collar rather than pinch the pooch. Particularly since Mickey and pals – as they work for Disney and thus must take home an absolutely huge pay-packet at the end of each month – probably then wouldn't have bothered to do anything about it. Still... they're Weasels, so they're

"The presentation is outstanding, beginning from the moment you turn the console on!"



[Above] It looks like our rodent hero has got some time to make up here – third is good, but getting first would be better!

probably not all that bright. This is proved by the fact that the daft old Weasels then send Mickey an email postcard telling him of their crime (the fools!)

Driving Miss Daisy

The result of all this criminal capering is that Mickey quickly contacts all his cartoon pals and shouts 'Pluto's been kidnapped by the Weasels!

Quick, we've all got to go and get karts and race after them!' Ah... yes. We were wondering how the whole racing angle was going to be shoehorned into an apparently unrelated story. Seemlessly blended into

the plot, we're sure you'll agree...

So, before you can say 'call the FBI you fool, or at least take the train!' Mickey and pals are off across the

good old US of A in search of the poached pooch, Pluto. And that's where you come in...

Your task is to track down the Weasels (which isn't actually that difficult as they keep emailing postcards from the various locations they stop at on their travels – doh!) and to do this you must take part in a number of different races. Initially there are three race series' available, 'Traffic Troubles', 'Motorway Mania' and 'Freeway Phobia'. Each of these consists of four tracks from various locations in the US, including San Francisco, Alaska, Seattle, New York and the bright lights of Las Vegas. Each series also has three difficulty levels, represented by different race classes: Amateur, Intermediate and Professional. Each difficulty level gives you a slightly



[Above] Looking rather cheerful for someone who's had his best friend stolen, Mickey motors around in second place, seemingly without a care in the world!



[Above] The setting for the San Francisco track includes a rather picturesque view of the Golden Gate Bridge – gorgeous!

faster kart to drive, but the speed and skill of your opponents also dramatically increases to compensate.

Minnie Cooper

Just like *Mario Kart* and *Diddy Kong Racing*, this game doesn't just rely on straightforward racing to keep you coming back for more. If you've played one of these cartoon-style racing titles already, then you'll know that they usually have various track features and pick-ups to add a little variety to the gameplay. In this case you get boost arrows, gold tokens, and special barrels.

The boost arrows are pretty simple – drive over one and you get a



[Above] Hitting the boost arrows gives you a burst of speed. Do this near a bump and before you know it you're airborne!



[Above] Gentle... er, animals! Start your engines! It's four-player fun with the Disney crew – let's get it on!

Last Mouse Standing!

The Battle Mode in *Mickey's Speedway USA* pits four of the characters against one another in a large arena filled with

pick-up barrels. Each kart has three lives, signified by three large Mickey balloons floating above each vehicle. Each time

you take a hit, you lose a balloon – lose all three and you're out. Last player remaining is the winner!



The Disney Club!

These are the guys and girls you get to choose your driver from...



Mickey

The mouse of the title. He's average in all departments (driving departments that is) and hence a good one to start the race off with.

Daisy

Miss Duck is light and has good handling and acceleration, but her low top speed means that she inevitably loses out to faster racers on the long straights.

Goofy

He's heavy, he handles like a brick, and his teeth stick out. Er... which isn't really relevant. Fortunately, Goofy has got a nice high top speed.

Pete

The rather anti-social member of the group has the same traits as Goofy (apart from the teeth). His high top speed comes in very handy if you can control him.



Minnie

This mouse looks a lot like Mickey from behind and is identical to Daisy Duck in performance so she's a little on the slow side overall.

Donald

This bad-tempered duck has exactly the same driving abilities as Mickey, making him another good character to begin the game with.

Dewey

Donald's blue-clad nephew is the first of the hidden characters. He's a little slow on straights but has great handling and top acceleration.

Louie

The second of Donald's nephews has got it where it counts – he's fast, accelerates well and handles like a dream. You just can't lose with him!



temporary burst of speed. Each gold token, when collected, increases your overall speed for the duration of that race, and you can hold up to 20 of them. The barrels though, are the fun bit. Pick one up and Gyro (the brainy inventor duck) supplies you with a

you that Dewey (one of Donald Duck's nephews) has joined the race and advises you to try and complete the next race series.

And that's basically the size of it. As you complete races you get clues as to the Weasels' whereabouts, and

the Everglades (complete with shuttle launch facility) and Malibu (Er... which offers good surfing).

Animals In Automobiles

The tenuous storyline is fairly redundant as far as the actual gameplay goes, and it doesn't actually make much sense. For instance, why is everyone who is supposedly working together to rescue Goofy suddenly competing against one another? And why are they driving round and round looped tracks instead of speeding cross-country in hot pursuit? Okay, since the story isn't really an important part of the game, it's probably not fair to pick holes in it, but then it wasn't our idea to have a story in the first place, was it?

In addition to the straightforward racing modes, there are also a few

"It's just a little on the easy side..."

one-shot item. This might be a huge baseball, a shield and speed boost, an oily sludge puddle, a homing toy car or model plane, or even a mini-thunderstorm that hovers over each of your fellow cartoon racers!

As you play through the various tracks, Gyro pops up and gives you hints and other information. Finish all three series' on Amateur level for example and he unlocks a special cheat for you, tells

each race series you finish unlocks certain things, be they characters, features, or... more tracks.

For if you manage to come first on all three classes of each series, you unlock a new collection of tracks: Victory Vehicles. This series is supposedly more difficult than the other three, and takes you to the more exotic locations of Yellowstone (not to be confused with Jellystone, which doesn't actually exist), Washington DC (through the White House, no less),

A Better Class Of Kart

There are essentially four different karts in the game, although two of them actually look identical.



Amateur Class

This kart is very small, fairly slow and not actually all that maneuverable. It's a good kart to get you started, but seems very sluggish if you go back to it later.



Intermediate & Professional

These two classes look the same, but the professional out-performs the intermediate. Both are very fast and highly maneuverable.



Battle Kart

This little baby is a little less streamlined than the other karts, but a lot tougher. It looks almost like an off-road vehicle and handles extremely well.



[Above] We're heading for a car park! This is no time to stop for the shops - you'll just have to get your copy of Quack Attack another day!

[Below] If you get confused after a crash and end up travelling the wrong way, a ghostly version of Huey pops up to tell you.



[Below] This is a rather handy power-up as it makes you impervious to attack and gives you a temporary burst of speed.





[Above] Lewie... er, or Dewey – well, one of Donald's nephews anyway – joins the race and pretty soon he's flying, literally!



[Above] The sand on this track may look nice, but it's advisable to stay well away with it as your wheels end up spinning and your speed drops dramatically if you hit it.



[Above] The rear view option is useful for checking on the status of the opposing drivers – just don't use it for too long or you crash!

others. Time-trial mode is fairly self-explanatory and lets you take on any of the tracks you have managed to unlock thus far, racing against the clock to get the best time. A nice feature of this mode is that in addition to the – by now standard – 'ghost' option, which allows you to race against a ghostly car of your best time, you can also go to the options menu and switch on the 'staff ghost'. This lets you race against the best times of the guys who developed the game – once again in the form of a ghostly vehicle – and it's great if you fancy finding out whether you're half as good at the game as the people who actually made it!

Battle mode is another fairly self-explanatory part of Mickey's Speedway USA... er, but we're going to explain it anyway. Four players (any combination of human and CPU

– well, there's got to be at least one human player, obviously) face each other in one of four different arenas and basically blast hell out of one another with the various weapons until one person remains.

One mode which isn't quite so self-explanatory is 'Practice'. Or maybe it is... we're not actually that sure. You see, select this and you get taken to a strange, barnyard level with

nothing in it but a variety of ramps and corners and a bunch of chickens. Now we're assuming that all that this level is for is to get you used to driving your carts, but this being a Rare game, we kind of expected that perhaps there might be some hidden secrets... if there is though, we didn't manage to find them.

Motorway Mouse

So... that tells you a bit about what's in store, which means it's probably time to tell you a bit about the game. You know, like whether it's any good, that sort of thing. It's inevitable really, that any game like this is going to find itself being compared to both Mario Kart – the racer that came out what seems like a lifetime ago now and which wowed all and sundry with its ultra-addictive gameplay – and also to Diddy Kong Racing, one of Rare's early N64 titles which did for the first-person shoot-'em-up genre. We could go on at length comparing the various vital statistics of the three games, listing the pros and cons and ultimately coming to a decision as to which is the best... but

Victory Vehicles

Finish all three of the initial series' in first place on all three classes, and you unlock this extra mode which has four brand new tracks...



The place where all the bears live and the basis for Yogi Bear's fictional home, Yellowstone is very windy with lots of rocks.



Travel to the seat of power, realise that there's still no President, and race around the plush halls and gardens of the one and only White House.



This swampy level is filled with muddy sections just waiting to slow you down. Watch out also for the shuttle which lifts off as you drive past.



Yes, this is where we want to be! Gorgeous, golden beaches, clear blue sea... it's just like being in Bournemouth, only with less old people!

[Below] Yeehaw! Daisy and Louie audition for parts in the latest movie based on that classic TV show 'The Duke's Of Hazard'.





[Above] The four-player mode is very fast, and very frantic. It's great fun though and complements the one-player nicely.



we're not gonna. Those other games were great, so's this one – on with the review. There's just too many people living in the past these days...

So, where can we start? Well, the first thing that hits you about *Mickey's Speedway USA* is the look of it, so that's as good a place as any to begin. Graphically this game is just beautiful. If it was a painting it would be... erm, one of those really good ones that you find hanging in one of the famous museums. You know, like the... er, 'Moaning Lisa', or one of those other well-known ones. Quite simply: it's gorgeous to look at. The presentation is outstanding; beginning from the moment you turn the console on, and get a tracking

shot of a cartoon N64, through to every aspect of the gameplay. All the menu screens are animated, situated in a virtual room where toys litter the floor and the different modes are represented by a child's building blocks, perched in precarious formations on the floor. Choose a mode and the block you've selected causes the whole lot to come tumbling down. And all this is even before you get into the main game.

Duck Truckin'

In-game, everything is just as aesthetically pleasing. Each of the Disney characters has been studiously recreated and is beautifully animated with a whole range of little attentions to detail which you only really notice when you step back and properly

study the game, but which all add to the experience.

The audio is similarly polished. The characters each have a number of different phrases and

exclamations – all done by what sounds like the original voice actors – and the music in the game manages to be light and bouncy without at any time becoming annoying (unlike, for instance, the music in *Pokémon Puzzle League*, which has you wanting to track down and kill whoever composed it... very slowly). The audio is actually very amusing. In other games of this type, the characters would traditionally be lobbing insults at one another. In this title though, because the characters are all such great friends (and – presumably – because it's a Disney

"Mickey's Speedway USA is one hell of a good game!"



[Above] Louie's in the lead with Daisy running a close second! Donald and Mickey seem to have lost it though.



[Above] Despite the obviously smaller viewing area, the detail in the four-player mode is nevertheless very good.



[Above] Donald decides to try his luck in the place where dreams are made... hang on, no, that's Hollywood.

Victory Will Be Mine!

Once you've sorted yourself out, mastered the kart handling, and kicked the other cartoon animals' respective asses, you get to witness the victory lap. This is where the top three drivers visit Gyro's... er, observatory to collect their accolades and witness a pleasant fireworks display. Very nice... but shouldn't they all be off searching for Pluto?



Practice Makes Perfect!

Choose Practice mode and you are whisked over to a corner of the virtual room where a little Scalextric car is whizzing around a track. This mode allows you to drive around an arena which is totally deserted apart from some very grumpy chickens and seems to serve only to let you practice your driving... or does it?



2nd Opinion

Rating



→ Racing is great fun, especially when combined with pace and groovy weapons. This offers plenty of tracks to conquer and three difficulty settings to test you. It's essentially *Mario Kart*, only with Mickey behind the wheel instead of Mario – which can't be bad!

→ Russell Murray



[Above] Oh dear... Donald gets hit by a missile and his car literally goes to pieces. Note how the car shadow still has wheels attached though – someone cocked up there!

license) instead of insulting one another when they use weapons, the characters here actually apologise! It's very surreal, and very amusing!

So graphically and aurally, *Mickey's Speedway USA* is just great. And it doesn't half handle well too. The kart handling depends on whoever is driving, with each character having a certain top speed, acceleration, handling and weight and the quality of karts improves as you move up through the classes. However, even the slowest, most sluggish kart handles extremely well and it's just a case of getting used to each of them and how they perform during the races.

Weasels At The Wheel

One complaint we do have with this game is the difficulty level – it's just a little on the easy side. Oh... it might not seem like that at first, because if you try and take on even the Intermediate class with just the original characters then you're going to find it hard going. However, because you unlock new characters as you play through, it gets easier and easier. In fact once you've unlocked Donald's nephew Louie, who has terrific speed, handling and acceleration, you can't really go wrong – it's just a case of hitting the

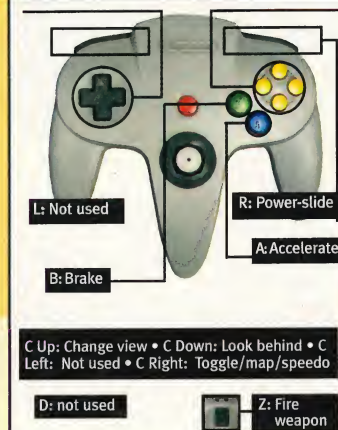
accelerator and hanging on! Even the hidden Victory Vehicles mode doesn't present much of a challenge when you've got Louie behind the wheel! Of course, there are a few other things hidden in the game that are going to increase the longevity, but even so, the fact that you can get all twelve of the first tracks and the bonus four finished in under five hours is just a little bit worrying...

Overall though, *Mickey's Speedway USA* is one hell of a good game. All the different game modes (aside from Time Trial) can be tackled by up to four players, which is nice because often games of this sort won't let you take on the championships in multiplayer. The whole look of the game is one that cries out for you to sit down and watch it, never mind play it – it's that gorgeous, and the variety of game modes guarantees that there should be enough gameplay to keep you coming back to it for quite some time. If you're looking for a top-of-the-range racing game, then you can't go far wrong with this one. Nip down to your local Nintendo dealer and drive away a *Mickey's Speedway USA* today! ■



[Above] Oi, Donald! We've just had those carpets cleaned, and there you are driving all over them! Do you do that at home?

64 BOTTOM LINE CONTROLS



ALTERNATIVES

Mario Kart: Nintendo
Reviewed: Issue 3, 78%
Diddy Kong Racing: Nintendo
Reviewed: Issue 7, 84%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

92

Soundbite:

Gorgeous arcade racing fun, with a bunch of loveable cartoon animals.



Banjo-Tooie

Just when you thought that 3D platform games couldn't get any better...



NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



Publisher	Nintendo
Developer	Rare
Game Type	Platform adventure
Origin	US
Release	Out now (import)
Price	£64.99

It's been two long years since the bear 'n' bird duo finally defeated the super-vain witch Gruntilda, and since her vanquishing, things have pretty much returned to normality for Banjo and his group of strange friends. That, however, is all about to change!

One dark and stormy night (for this sort of thing always happens on a dark and stormy night – it's an old law, or a tradition, or something) Banjo, Kazooie, Mumbo Jumbo and Bottles – the mole who trained our heroic pair in the first game – are all minding their own business, having a quiet game of cards round at Banjo's house. Suddenly, the house starts to shake, and when Mumbo goes outside to investigate he sees two new witches, Mingella and Blobbelda, magically raising the boulder which covers the late Gruntilda's resting place! Quick as a

flash, the old – supposedly dead – witch is out of her grave and flinging spells around with wild abandon. Before you can say 'run away!' Banjo's house is reduced to a smoking pile of rubble (or what an estate agent might call 'an ideal fixer-upper') and the witches are gone in Mingella and Blobbelda's strange tunnelling machine that looks suspiciously like the Mole from *Thunderbirds* (Gerry Anderson's lawyers, please take note!)

Once the dust has cleared, Banjo, Kazooie and Mumbo emerge from cover – having left



the house just before the magic spell hit. Bottles however, wasn't quite so fast and as the furry friends watch in horror, he proceeds to stagger from the wreckage of the house and snuff it! As Bottles' spirit leaves his body, Banjo looks at Kazooie, Kazooie looks at Banjo, they both look at Mumbo Jumbo, and Banjo mutters in a menacing tone, "that bitch is gonna



Everybody Split!

As you'll probably know by now, one of the biggest differences to this game over the first one is the ability to split up Banjo and Kazooie. This is one of the moves you learn early on, and it is achieved via the split pads that you can see here. Once separated, Banjo and Kazooie (seen here in fire-breathing dragon form – did we mention that she can turn into one of those?) can go their own way and accomplish tasks which they couldn't do together.



MEMORY OPTIONS

→ MEMORY:

Stores three different game saves and game settings

→ CONTROLLER PAK

Not used



"Banjo-Tooie is huge. It's a mammoth mutha of a gamer!"



\$64,000 QUESTION

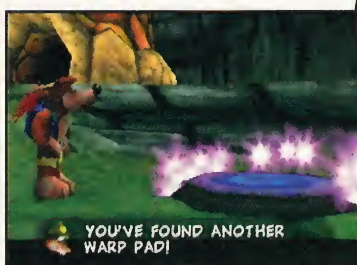
- Far, far bigger than the first game
- Loads of new moves/transformations for Banjo and Kazooie
- Characters can split up
- Much better puzzles than the first game
- Marvellous music
- Loads of cool multiplayer modes
- It's got Banjo-Kazooie Doom!
- Oodles of secrets
- Incredibly humorous in-game dialogue
- Improved camera
- Frame-rate can drop a little in places
- Because it's so big, you can get lost
- If you didn't like the first one... you probably won't like this!

pay!" He then straps an M60 and umpteen thousand rounds of ammo to his back and marches off in pursuit of the newly resurrected Gruntilda...

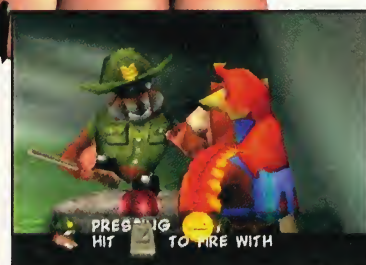
Bear-zarre!

Well, okay, so Banjo doesn't use those exact words, and he's not actually carrying a machinegun when he sets out – but the gist of what he does is pretty much the same (have you lot never heard of dramatic licence?) Of course, the point of this game isn't just revenge, oh no.

You see Grunty has a problem. During the two years that she's spent entombed in the ground on the 'worm and fungus' diet, she's lost rather a lot of weight – in fact she's now little more than a skeleton, albeit a rather rotund one. And she's more than a little peeved at this (ironic really, since her aim in the first game was to slim down, wasn't it?) Luckily for her, and unluckily for pretty much everyone else, Grunty's sisters Mingella and Blobbelda (the two mystery witches) just so happen to have a rather special machine locked up in their hideaway. This machine – looking rather like a huge old-fashioned sci-fi ray gun, much like you might expect Ming the



[Above] Warp pads are one of the ways that Banjo and Kazooie can travel around quickly inside the levels.



[Above] Sergeant Jamjars is an American Drill Sergeant who schools our heroes on the various special moves.

All Change!

The transformations that were so much a part of the original game make a welcome reappearance here, and they're weirder than ever!



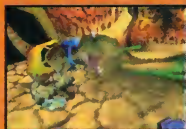
It's the mystical Indian Squaw, Humba Wumba who controls the real magic in this game!



Give Humba her Glowbo, jump into her magic pool and amongst other things you can become...



...a short, stumpy stone bear who can talk to previously incomprehensible statues and is good at sport...



...a rather fearsome dinosaur who looks far more scary than the ones in the rather disappointing Disney movie *Dinosaur*...



...and even a washing machine! You may remember this as the hidden transformation from the first game.

Merciless to threaten Flash Gordon with – can apparently suck the life-force from any creature, and even from the very ground itself. Once enough life-force has been collected, the machine can then be used to give Grunty her body back, warts and all! So, as if revenge for the offing of Bottles wasn't motive enough, Banjo and Kazooie are now racing against the clock to prevent the land they know and love from being turned into a cold and lifeless wasteland, unfit for intelligent life: a place, in fact, even worse than Milton Keynes!

Bear-illiant!

So that's the plot... what about the game? Well the first thing that you'll notice about *Banjo-Tooie* is that it looks very much like *Banjo-Kazooie*. Strange that. The game is obviously created on the same (or a very similar) engine, and as such the graphics are more or less identical and the game plays very much like the first one. However, as we commented in our review of *Zelda: Majora's Mask*, this is perfectly acceptable, because the first game was so gosh-darned gorgeous that you'd be hard pushed to make many – if any – major improvements to it. Don't get us wrong, there have been enhancements made since Banjo's first outing – the camera is a lot less annoying than it was in the first game for one thing. Plus, as you



play through, you notice lots of little graphical details that have been polished up – the water effects for one, are rather groovy.

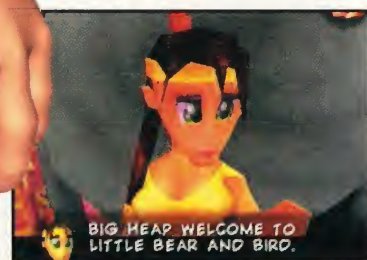


Basically what Rare has done is take the original game and – rather than mucking about with the elements that already work – simply improved it. So... if you're expecting a fantastically evolved game, you're going to be disappointed. But what you are getting is pretty damn superb, so you're best off just shutting up and exploring the multitude of delights that this game has to offer... which is a quite a few, by the way.

Great Bears Of Fire!

Now then... are you one of those people who thought *Banjo-Kazooie* was great, but considered it maybe a little too easy to finish? Then this news should make you happy: *Banjo-Tooie* is huge. It's a mammoth mutha of a game, lavishly filled with more puzzles and mini-games than you can shake a broiled Breegull at.

It doesn't actually seem that way at first though. When you initially start the game, you begin in the area by Banjo's former house. From here you move on to the Isle O' Hags, which serves as the hubworld, and at first glance doesn't appear to be especially spacious. Even the first proper world, Mayahem Temple, is actually fairly compact and won't take you all that long to explore. However, these initial stages of the game are very deceptive. Rare has planned the game extremely well, so that the first couple of levels – while not small by any means – are nevertheless of a fairly manageable size and the puzzles aren't too taxing (well, most of them, anyway). Reach Glitter Gulch Mine, however, and you start to realise just how big this game really is – and that particular world isn't the biggest, not by a long shot!



[Above] This Indian squaw is incredibly attractive... er, if you're sad enough to fancy polygonal characters, that is!

Banjo-Doom!

Rare have excelled themselves with some of the sub-games in *Banjo-Tooie*. One that seems almost too good to be true is a variation on *Doom* (which bears more than a passing resemblance to *Goldeneye* and *Perfect Dark* too) where the view switches to first-person and Banjo uses Kazooie as a gun! This mode is also one of the many multiplayer games on offer, and it's absolutely superb fun!



[Above] *Oops! Bottles has bitten the bullet! Well... he's actually bitten the rather unpleasant spell. Poor old mole!*

Bird In The Hand

As in *Banjo-Kazooie*, each of the levels in the game has a multitude of characters, puzzles and secrets, and also like the first game, you can't initially complete all the puzzles and uncover all the secrets when you first enter a world. This isn't because the puzzles are necessarily too difficult – the trick is that many of the objectives in a level require you to have acquired a skill or an item from a later level before you can tackle them. The idea, of course, being that as you gain these new skills or objects on the later levels you then have to go back and complete tasks that you have left undone on the earlier ones.

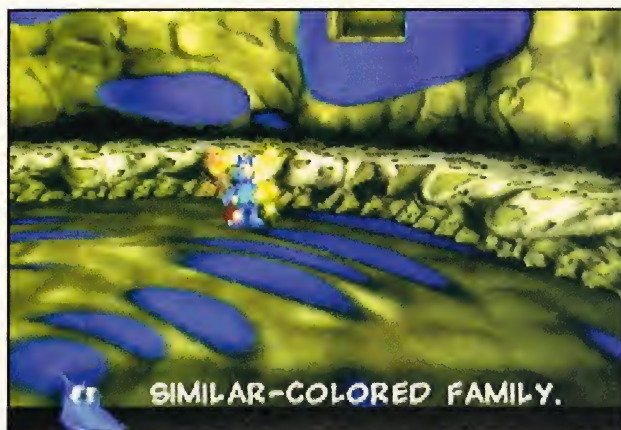
Now, this could be extremely annoying. In general, games that require you to retrace your steps a great deal usually end up being tedious, drawn-out affairs where much of your playing time is wasted trekking from place to place and back again. *Turok 2* is a perfect example of this, and the general consensus in the office is that even *Donkey Kong 64* suffered from this problem to a

vaguely irritating degree. In *Banjo-Tooie* however, the backtracking isn't a

problem. The levels – while large – are not, as a rule, too labyrinthine (well, most of them, anyway) and the layout of each of them is nicely structured, with well-placed shortcuts in the form of portals that zip you wherever you want to go, once you've

"This game is a-friggin'-mazing!"

[Below] As in *Banjo-Kazooie*, you must rescue all the Jinjos. This time there are also evil versions of them in the game, called Minjos.

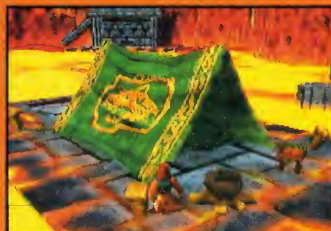


A Blast From The Past...

On the Hailfire Peaks level, there's someone very special waiting for Banjo and Kazooie. Frozen in a block of ice is a strange old man in a safari outfit. Using Mumbo's magical powers, it's possible to unfreeze this fellow who turns out to be none other than Sabreman, the central character from classic game *Sabre Wulf*, which was one of the very first titles Ultimate (the

company that was to become Rare) produced, on the Spectrum 48k and the Commodore 64! Sabreman thanks you for freeing him from the ice and tells you he has been stuck there since 1984 – the year *Sabre Wulf* came out! The poor chap is rather cold, having been frozen for the best part of 17 years, so he asks Banjo to take him back to his tent. Do this, and the old guy settles down

for a nap, muttering: "perhaps I'll ride on a Dolphin". Dolphin, as everyone knows, is the project name for the Gamecube – so is this a veiled clue to a forthcoming *Sabre Wulf* game on Nintendo's next-generation console? We asked Rare, and the response was a guarded "Hmm... well, people are just going to have to wait and see!" As far as we're concerned: that's a yes!



Getting' Jiggy Wid It...

Once you've got enough Jiggies, you can visit Master Jiggwiggy's temple...



GREETINGS, O CHOSEN ONE.

Inside the temple you meet the mysterious and much-revered... er, 'man' himself.



USE THE CONTROL STICK TO GUIDE YOUR HAND.

Within a limited time, you must put the all of the pieces in the correct places to form a picture.



He bids you to approach the great wall and prepare for his challenge.



Do this correctly and Jiggwiggy uses the power of the Crystal Jiggy to unlock a new level!



WHICH ABILITY WOULD YOU LIKE TO KNOW MORE ABOUT?

MR. BARK. BARKING.

CAMERA CONTROLLING



located the all-important warp pads. The result is that not only is it not a chore having to go back to levels already tackled, but it actually ends up being a pleasure, because more often than not you know that when you go back you're going to uncover something really cool!

Bear With Us

Everything about *Banjo-Tooie* gives the impression that, more than anything else, it's a continuation of the first game, rather than a totally distinct game in its own right. While this might sound a little obvious, it's not always the case with sequels. In *Majora's Mask*, for example, while the story follows on from the first game, you nevertheless begin without all the objects and skills that you'd acquired in *Ocarina of Time*. In *Banjo-Tooie* however, you start the game with all the moves you gained (or would have gained, assuming you played it

and played all the way through to the end) already available. What this means, of course, is that you can do everything you could in the first game, and quite a bit more besides. There are a gob-smacking 20 all-new moves for Banjo and Kazooie to learn in *Banjo-Tooie*, and that's in addition to a whole variety of different eggs, objects and special pads. Oh... and did we mention that Banjo and his feathered friend can now split up and play independently? Or that you can now take control of Mumbo Jumbo and go off for a wander? It's a fact: this game is a-friggin'-mazing!

Now you might be wondering exactly how you go about learning all your new moves, considering that your old Mr Miyagi-style mentor Bottles has just popped his clogs. Well fortunately, Bottles may be dead but he's still not totally uncommunicative. On the initial stage at least, if you



STUPID BEAR AND BIRD

[Above] As well as a bunch of new characters, you can expect to meet old favourites from the first game.



approach one of his mole hills his ethereal spirit appears to give you advice and – if you need it – refresher training on all of the moves from the previous game. If you examine Bottles' body too, his spirit makes some very disturbing observations like 'look at me, I'm decaying' or words to that effect... er, but that's not actually really all that helpful.

Feather-tastic

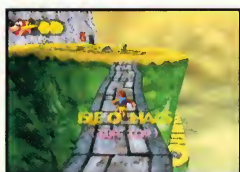
Bottles' spirit does however seem to be restricted to the area in the immediate vicinity of Banjo's house, so who takes on the burden of training the bear and the bird now? Well, luckily, Bottles has family, and thus Banjo and Kazooie find some much-needed help in the form of the late mole's brother, Sergeant Jamjars. Jamjars is the epitome of an American army drill sergeant, and



[Above] Suddenly a nasty chill sets in. Fortunately Banjo remembered to bring his patented thermal 'Wonderbear' underwear.

Ice Ice Baby!

If you've played *Banjo-Kazooie* then you're more than likely aware of the controversy surrounding the missing Ice Key. Rare announced that the key could only be found by playing through the (at the time) upcoming *Banjo-Tooie*. We've been playing for a while now and haven't at time of writing managed to unlock the secrets that lead back to the first game, but we have found a few clues. For instance, we found this little guy, who is identified as an N64 cartridge – a *Banjo-Kazooie* cartridge no less! Catch him and smash him open, and a key appears, a key which is revealed as the Ice Key! Is this what we use to unlock the secrets in the first game? Watch this space for the answers...



Marvelous Multiplayer!

After the debacle that was the multiplayer mode in *Banjo-Kazooie* (sorry guys – it was pants though) we weren't really expecting all that much in this department from the sequel. As it turns out though, Rare has more than made up for that part of the last game! *Banjo-Tooie* contains no less than 11 distinct multiplayer mini-games, each of which is tremendously good fun! These comprise a dodgems game, a tomato-shooting game, a trash collecting game, a hoop-jumping game, a first-person balloon-target-shooting game, a minisub deathmatch, a multiplayer *Doom*-style game (with a few different levels), a strange 'packing' game, the Mayan Kickball game (of which there are two variations), an aerial dogfight between bees, and a quiz much like the one at the end of *Banjo-Kazooie*. Talk about value for money!



[Above] There's lots of running around to be done in *Banjo-Tooie*, but fortunately the camera is better than in the first game.

he can be found in various places on each level, summoned by way of metal hatches. For clarity, these hatches have a red light on them to signify that Jamjars has a skill which you haven't yet learned or a green light if you've already got that ability. Sergeant Jamjars also runs a system of underground silos, which allow you to instantaneously travel to places in the 'hub' sections of the game – once you've initially found them the 'hard way' (ie: on foot).

Jamjars isn't the only new character you encounter in the game. Besides him and the additional witches Mingella and Blobbelda, there are a few other characters of note. King Jingaling is the king of the Jinjos – remember them? The little bird-like creatures you had to rescue in *Banjo-Kazooie*? He's the guy you initially go



[Above] This trail looks a bit precarious. Kazooie's keeping his head down, because apparently he's scared of heights!

to for help and guidance and he gives you some handy tips to start you off... unfortunately he's also the first victim of Grunty's sisters' life-sucking ray-gun and pretty soon after you first meet him he ends up a zombie! On the subject of the Jinjos – the little birds have managed to get themselves in trouble once again and – you guessed it – it's up to you to rescue them. They come in nine different colours, and when you rescue a complete family – ie: all the Jinjos of one colour – you get yourself a Jiggie. Watch out for the evil Minjos though... they look just like Jinjos but when you get close they attack you!



[Above] Ding, ding! All aboard! The delayed four-thirty express to Bournemouth will be leaving in just over five hours...



[Above] Become an adventurer! Travel to strange lands! Meet interesting creatures! Er... pelt them with eggs!



[Above] This level contains a tent that belongs to a classic videogame hero who goes by the name of Sabreman!



Tackling Targitzan!

Enter the Mayaheh Temple and eventually you come face to face with the Mayan God Targitzan. This huge level boss consists of a rotating tower of stone and he fires poisonous darts at you from various orifices. To take him down you need to destroy his body, level by level from the ground up by hitting the targets that the fool has painted all over him! Easier than it sounds, once you've worked out a technique...



[Above] Each of the levels in the game looks markedly different. This one for instance looks rather futuristic...

Mumbo Magic!

Which brings us to Master Jigglywiggy. As in the first title, you must collect the golden jigsaw pieces – the Jiggies – to unlock the various worlds. However, this time around, instead of just finding them and taking them to the appropriate place, you also have to past a test set by Master Jigglywiggy, a mysterious figure who resides in a secluded temple near the Jinjo village. Once you have collected the requisite number of Jiggies you must go to him and pass his puzzle test. This is the animated puzzle-assembly challenge like the one Bottles made you do in *Banjo-Kazooie* to earn the various game cheats which could be entered in the Sandcastle. The catch is that if you're no good at this, you won't be able to unlock the levels, so you're well advised to start practicing on the puzzles in the first game now!

Another new character is Honey B. She's a friendly individual who you come across inside a giant beehive on the Isle O' Hags and she gives you energy in return for honeycombs.

The last new character worth mentioning is Humba Wumba. Whereas in the first game if you went to see Mumbo Jumbo he'd transform you into something, in this game popping in on the skull-



[Above] And guest starring this week on 'Treasure Hunt' we have... Banjo! Okay, so his butt isn't quite as nice as the former presenter's, but he does have very good stamina.



Hey Mumbo!

In addition to controlling both Banjo and Kazooie, you can also take direct control of that strange character from the first game, Mumbo Jumbo. He has a magical staff with which he can zap enemies (kind of like a mystical tazer) and his magic can be used to good effect in the various worlds. On the Mayaheh Temple level, for example, Mumbo's magic can be used to summon a giant golden statue from the ground, which you then get control of and can use to stomp around the level, kicking open huge doors and generally scaring hell out of the comparatively ant-like enemies that you encounter.



Can I Kick It?

Once you've managed to persuade Humba-Wumba to turn you into a stone bear, you can enter the Mayan Kickball Tournament. This strange sport involves chasing and kicking yellow rocks into your goal, while trying to kick red ones into the goals of your opponents. Not as easy as it sounds, and the matches get tougher as you approach the final.



headed witchdoctor instead gives you control of him. So, to get your transformations done, you need to go and see the mystical Indian, Humba Wumba. In exchange for a Glowbo – a rare magical creature – Miss Wumba changes you into a variety of different forms, and if you thought the transformations in the last game were weird, then wait 'til you get a load of these!

Bird On A Wire

As we've said already, *Banjo-Tooie* is an absolutely huge game and one which is destined to keep gamers

"An awful lot of work has obviously been put into Banjo-Tooie"

hooked for absolutely ages. This time around Rare has also sorted out the multiplayer options, which in the first game were – quite frankly – a joke, so there's going to be plenty of replay value, even when you've finished everything in the one-player game. That said, there are so many secrets in here that, even when you do finish it, there are still likely to be plenty of hidden things to uncover, and a whole mess of puzzles to solve. Plus, there's the whole mystery of the Ice Key and its related secrets that still

remain to be unlocked in *Banjo-Kazooie*... The emphasis in this game is on gameplay and on fun. The humour throughout is fantastic, both in the dialogue between the many characters and even in the names. Take Bottles' family for instance – we've never seen so many different

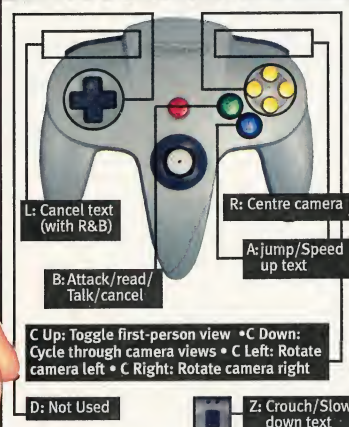
slang terms for spectacles in our lives! A lot of thought, a great deal of care and an awful lot of work has obviously been put into *Banjo-Tooie* to make it a fabulously playable title, just like its predecessor. It makes the delay in the release of the UK version all the more frustrating, but does mean that we've all got something very, very special to look forward to in 2001. *Banjo-Tooie* is an absolute gem of a game, and one which no-one should miss. Pre-order your copy today! ■



[Above] Banjo gets a little tired of adventuring and decides to bed down for the night in this luxurious tent.

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Banjo-Kazooie: Nintendo
Reviewed: Issue 16, 90%
Super Mario 64: Nintendo
Reviewed: Issue 1, 92%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95%

Soundbite:
More of the same – only better!

2nd Opinion

Rating



There aren't many games that make us want to bunk off work and stay at home all day playing it, but *Banjo-Tooie* does. It's the thought that if you play it for five more minutes, you might get a bit further that keeps you going... games like this will ruin your life I tell you!

— Martin Mathers

**\$64,000
QUESTION**

- Absolutely beautiful to look at
- Plenty of mini-games and challenges to keep you going
- Simple, easy-to-use controls
- Probably too easy for older players

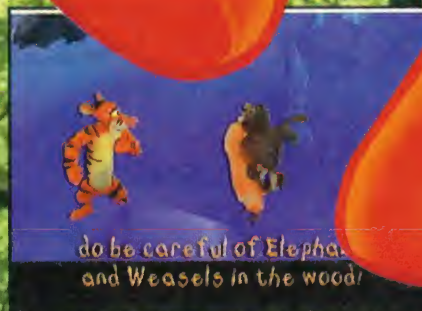
**MEMORY
OPTIONS**

- ➔ **MEMORY:**
Saves to cart
- ➔ **CONTROLLER PAK**
Not Used

NINFO→ **PLAYERS**→ **EXPANSION PAK**→ **RUMBLE PAK**

Publisher	Ubisoft
Developer	NewKidCo
Game Type	Platform
Origin	France
Release	January
Price	£29.99

*"It's quite amazing
that an N64 title
has been allowed
to look this good!"*

64
MAGAZINE
STILLER

do be careful of Elephas
and Weasels in the wood!



Tigger, the witch and the wardrobe



Tigger's Honey Hunt

Bouncing Is What Tiggers Do Best!



Although Winnie the Pooh is everyone's favourite tubby little teddy bear it seems that, at least recently, there are even more people who are fans of a certain orange-and-black-striped bouncing tiger, who goes by the name of Tigger! Possibly due to this popularity, over the last few years a lot more emphasis has been put on this hyperactive hero than on any of the other secondary characters in the world of *Pooh*. If evidence of this be needed then the recent Disney release *The Tigger Movie* proved that the stuffed tiger could easily support his very own feature film and also made him – if he wasn't

already – a fully-fledged star in his own right. So, for all of those fans around the world that have always preferred the bouncy, striped one to the short, podgy one (who – let's face it – is a bit wet), this latest platform game for your N64 should both delight and astound you in equal measure!

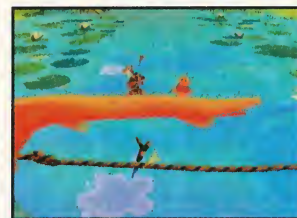
Jump Street

You can see immediately what makes Tigger the appealing character he is – he's unmistakably adorable and almost ridiculously cute (have you gone soft Paul, or what? – Roy). Although he tries to be helpful, nothing turns out quite as he expects and he can be ignorant to the point of being naive. His happy-go-lucky attitude and desire to have fun every minute of the day is infectious, and his constant search for adventure gets him into trouble more times than anyone can care to mention. He's a rogue, a fool and constantly optimistic. So, judging by these traits, you can easily imagine how they would translate into a platform game. If you're asking how, then let us fill you in on the story behind *Tigger's Honey Hunt*, which, to be honest, pretty much speaks for



Pooh Sticks!

If you have ever wanted to join everyone's favourite fat bear in his favourite past-time that doesn't involve honey, then you'll be pleased to know that the game of Pooh Sticks is a vital part of the honey hunt! If you want to learn more special moves then you need to beat Pooh in a game of Pooh Sticks. Having selected a place to throw his stick, Tigger must wait and see if it will be the first down the river and ring the bell before Pooh does! If Tigger wins, Pooh teaches him a new move.



Rabbit, Rabbit!

Another one of Tigger's marvellous mini-games, the point of this one is to copy everything that your good friend Rabbit does in the allotted time! It is quite a simple game that requires you to press the C buttons that correspond with the rather bizarre moves Rabbit makes. If you can successfully achieve this (relatively tricky) task, then Rabbit will inform you how to perform a brand new jump!



[Above] At the end of the game you're invited to the biggest and best of all Pooh's parties. Just don't get drunk and attempt to make a pass at Kanga!

itself! In the best story-telling tradition, the adventure begins something like this:

"It was a happy time in the Hundred Acre Wood and everything was just as it should be. Rabbit was pulling carrots from his field, Eeyore had lost his tail once again, Pooh was hungry, and it had been a while since the tubby bear had thought of an excuse to have another party. It was at that moment that Pooh realised there didn't have to be a reason and so began to prepare his humble home for guests. There was only one problem and that was honey, or rather, his lack of it and so it began to seem like Pooh was going to have to put his broom to one side and search for more honey. Things could have become extremely dull if it had not been for Tigger who made one of his more adventurous appearances that

soon bowled Pooh over. When Pooh had managed to explain his situation to Tigger and the tiger had listened carefully to the information, Tigger took it upon himself to help search for more of Pooh's favourite food and off he bounced on a new adventure..."

Eye Of The Tigger

With the plot out of the way, Tigger must bounce his way around various areas of the Hundred Acre Wood, collecting pots of honey, avoiding all manner of troublesome creatures and helping his friends out along the way. At this stage it should probably be pointed out that this game has been developed with the younger end of the market in mind and because of this, it doesn't actually require that much skill. However, as side-scrolling platform games go, this one is quite superb. For an

older player who is more accustomed to *Zelda* or *Perfect Dark*, the game shouldn't take any longer than a few hours to finish, but even if it is completed within a short while, there is still loads to do and see, so stick with it!

Most of Tigger's quest is very straightforward. You start at one end of the level, proceed right and before you get to the finish you should have collected enough honey pots to leave that stage! It really is that simple, but as you progress there are some things which require a little bit more exploration.

Every few stages or so, one of the other characters teaches you a new way of jumping which allows you to jump higher or farther. These new skills mean that you can now get to places that were previously unreachable. Using these new jumping abilities

"As inoffensive, easy to enjoy and brilliant N64 games go, this is one of the very best!"

[Below] There are tons of diamonds to choose from but Tigger isn't interested in those. No, he's only after the honey!



[Above] It's just another day in the Hundred Acre Wood and Tigger is doing what he does best - bouncing!



[Above] "Take that hat off!", yelled Tigger, "It makes you look like a bloody idiot, take it off before I slap you one!"



[Above] "About last night Mrs Kanga, you see, I got very drunk and... well, I think it's best we just forget all about it!"



[Above] Tigger was blown away, literally, by the news that he was finally going to get his very own videogame!



[Above] After years of someone stealing clothes off his line, Rabbit finally managed to catch the thief on his CCTV camera.

[Below] Eeyore's down in the mouth today and so went to Tigger for advice. "Cheer up you miserable bugger!" He shouted.



Hello to you too, Tigger,



you can backtrack over past levels and complete new tasks. As each level unfolds, other characters from the Hundred Acre Wood turn up and ask for your assistance in finding a piece of equipment, locating another friend or in looking for a lost object. Some of these tasks are reasonably simple to complete while others are a lot trickier! As each new talent is taught to you, you can then go back and search the whole of any previous level to finish the task asked of you. So, even if the whole game itself can be completed rather easily, there are still little jobs for you to go back and tackle, which should surely add an hour or two to the gaming experience.

Another way that *Tigger's Honey Hunt* manages to keep your interest long after the main part of the game is over, is with its photo album section. As you progress through the game, you come across photos of Roo which you can collect. As you accumulate more and more of these photos, back in the menu screen they are added to your album that records images from your adventure. Once again, even if the game is a breeze to



[Above] Rolling, rolling, rolling... keep those Tiggers rolling... rolling, rolling, rolling... rawhide!



[Above] Er... aah. I can see that this is obviously a very bad time for you Mr Tree. I'll just come back... a lot later.



Scissors, Paper, Stone

Towards the end of Tigger's adventure you will be required to play this game of chance with the wisest of all the characters, Owl! In a competition to win four games before your opponent, you must guess which of the three elements can beat whatever item Owl chooses. Again, it relies upon a choice of one of your C buttons but if you are lucky, you can time it just right so that you can see what Owl pulls out and therefore make the right choice!



Splendid! Good show!



[Above] Tigger has to be extra careful as he passes this windmill in the wood. It is rumoured to be haunted by an emu!



complete, there are usually still plenty of photos for you to hunt down and add to your collection!

Putting A Tigger In Your Tank

A lot of care and effort has obviously been put into this title to ensure that it doesn't look like some rushed-out product which could upset *Winnie The Pooh* fans or annoy gamers. Even though this title is really intended for smaller children, the developers have managed to make it accessible to all those interested in the world of Christopher Robin's favourite toys! There are mini-games galore, ranging from 'Scissors, Paper, Stone' to 'Rabbit Says', which is a variant on 'Simon Says'. There is even the opportunity for you to challenge Pooh to a game of Pooh Sticks, which should delight a fan or two! Although these mini-games are discovered as you progress through the game they can also be accessed at the main menu screen for you to play any time

you like against the computer or even with a couple of friends! The opportunity to allow friends to play against each other (although not in the actual game) shows that this is a title that wants to be played over and over again, and to be honest, it deserves to be!

The way you actually control Tigger is simple and very easy to master. Only a few buttons need to be pressed at any one time, and special moves are achieved by pressing the Z or B button. This gets rid of having to hold down some buttons whilst stabbing at others in order to achieve that higher jump, and thus is perfect for younger players. The outcome of this is a control system that teaches the player all the moves he/she needs to know without giving them loads of buttons to remember in sequence so that they can overcome an obstacle! As the game progresses, the challenges ahead do become tougher and require you to master the controls but the difficulty of the game never becomes frustrating or leaves you wondering what to do next!

Piglet In The Middle

Possibly one of the greatest achievements that this game manages to deliver is the quite

stunning and beautiful graphics which don't just capture the feel of the Walt Disney cartoons but actually make you feel that you are watching the original animations. This has to be the most faithful representation of any cartoon character on any games machine so far! It quite simply is a wonderful job. The backgrounds look as though they have been lifted from stills of the original cartoons and the characters themselves are brilliantly rendered. A lot of care has obviously gone into this game!

As Tigger bounces around the nine levels, the seasons of the year change. Starting at spring and ending with snowy wintry levels, each one perfectly portrays the change in the weather. Tigger moves smoothly and has a whole range of expressions and techniques to show off as he interacts with other animals from the wood. All the favourites – including Heffalumps and Woozles – make an appearance and each one has the exact same attention to detail you'd expect from a Disney licence. This

"Tigger moves smoothly and has a whole range of expressions and techniques to show off!"





[Above] Tigger likes to sail down river in style and this large box was just perfect for a pleasant cruise in the sunshine.

detail is at its best when you watch the cut scenes that link all the stages together, and which bring the magic of Pooh and Co to life. This obviously loving recreation of Tigger's world extends into the main menu sequence too! A giant story book contains all of the options and areas, and each section of the game has its own page. If you know the film and how it structured itself around the pages of a child's story book, then you already have a good idea of how the menu screens in this game look! It's quite amazing that an N64 title has been allowed to look this good and it is just a shame that unless you are an avid fan or a young gamer, the true spectacle of the game will be lost on so many! Everything from shadows to minor things like bats flying in the background have been added in, to ensure that there's far more to look at on the screen than just a mad orange stuffed toy with a strange fixation for jumping up and down!

Eeyore Number One!

Of course, there are a few small gripes to mention. The most obvious is that – of course – the game poses no real challenge to those of you who like your games to be tricky. There are a few (and by a few,

Memories...

As with any good photo album, Tigger's is filled with happy memories about his honey-hunting adventure. As you proceed through the game, you can collect more and more photos to fill up those originally empty pages. See if you can collect them all, and if you can, at least you won't have to worry about your mum pulling the baby photo album out to show family and friends. Especially that picture of you when you were aged two having a wee in the bathtub!

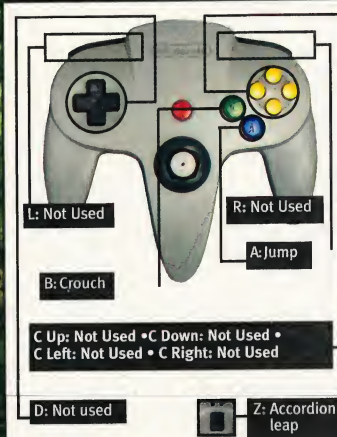


we literally mean a *very* few) moments when the game might be a little too tough for the younger kids, and bearing in mind who this game is aimed at, these occasional instances might be a bit off-putting. As an overall game though, these problems pale into nothing because the strengths of the game far outweigh the few negative points that the title has.

If you can forgive these minor flaws then what you are left with is a fun, gorgeous, almost addictive title that is one of the few real games that invites the younger members of the family to pick up the control pad and play away. Okay, so it won't set the gaming world alight and many older players will dismiss it for the subject matter and difficulty, but to those of you who do decide to invest in it will never, ever feel disappointed. T-T-F-N! ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Quack Attack: Ubi Soft
Reviewed: Issue 46, 85%
Yoshi's Island: Nintendo
Reviewed: Issue 13, 85%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

92%

Soundbite:

Although easy enough, it still had plenty for you to do and, of course, it looks stunning!



I say Tigger old chap,

[Above] "Yo! Owl my man! How's it hanging dude? Ya gonna come on down the local gin-joint with me and chill for a while?"

2nd Opinion

Rating



→ Often when companies say games are aimed at 'younger kids' it's simply because they're rubbish, but that's not the case here. This is an absolutely fantastic game, carefully crafted for young gamers. It's fun. It's gorgeous. It's Tiggerific!

→ Roy Kimber

**\$64,000
QUESTION**

- + Uses voice recognition!
- + Fairly nice graphics
- + Quite amusing in places
- + A wide variety of Pokémon games to play
- Voice recognition is really very limited
- Tasks are very basic
- Not actually much 'gameplay' involved

**MEMORY
OPTIONS**

- **MEMORY:**
Stores two saved games
- **CONTROLLER PAK**
Not Used

NINFO

→ **PLAYERS**



→ **EXPANSION PAK**



→ **RUMBLE PAK**



Publisher	Nintendo
Developer	Nintendo
Game Type	Virtual Pet
Origin	USA
Release	Out now (import)
Price	£89.99

Hey You, Pikachu!

If I could talk to the animals...

(Below) Roy attempts to communicate with the strange yellow lifeform that's appeared inside his TV, while Russell... er, laughs a lot.

Say something to PIKACHU.





[Above] *Oops... got a bit of a nose blockage... uh oh, I can't hold it! It's no good, it's gonna blow... everybody clear out of here - now!*

Hey you! Yes, I'm talking to you! Voice recognition on the N64! What do you reckon? Bit cool, eh? We thought so too. Shame the only thing you get to talk to is an insufferably cute, diminutive yellow monster. Ah well, you can't have everything...

Hey You, Pikachu! was the talk of the office (no pun intended) when we first heard about it. An N64 game with voice recognition? How cool would that be? Initial outings on the Japanese version proved strangely unsatisfying, mainly because our mastery of Japanese is... er, crap. The

"At first, the game is rather fun."

little yellow fellow spent most of his time just staring at us in bewilderment - much like a member of the 64 MAGAZINE team who's just been asked to 'get a round in'. The word on the street at the time was 'Give Way' - ho ho! Sorry, no... the word on the street at the time was

that due to translation problems, there wouldn't be an English language version available. That turned out to be half-right, because although Nintendo UK have stated that a European conversion is almost certainly a 'no-no', an American translation has just recently materialised across the pond.

You Talkin' To Me?

Before you could say 'I demand a recount!' we were off down to our friendly local import emporium and - while the hard-working shopkeeper was busy on the phone - made off with a copy of the game, post haste! (Note: we obviously gave it back afterwards, because remember kids: stealing is wrong!) Safely back in the 64 MAGAZINE games area, we connected everything up, switched on our Nintendo and tried out our best American accents out on the diminutive Pokémon who (eventually) shyly came forward to meet us.

Hey You, Pikachu! stars - you're not going to be overly surprised to learn - the most famous Pokémon of them all, Pikachu. The story behind the game (gotta have a story you know) is that Professor Oak, the Pokémon bloke from the cartoon, is working on a new way of communicating with Pokémon and you've volunteered to help him out. The obvious flaw in this plot line is that in every *Pokémon* cartoon, comic and movie the little collectible creatures seem to be able to understand anything that is said to them, without the need for any special devices, but hey - what can you do?

All Right, Listen Up!

Our story begins therefore in your house with your mum (well not your mum, obviously - just someone who pretends to be your mum in the game) waking you up and reminding you that you're supposed to be helping the Professor

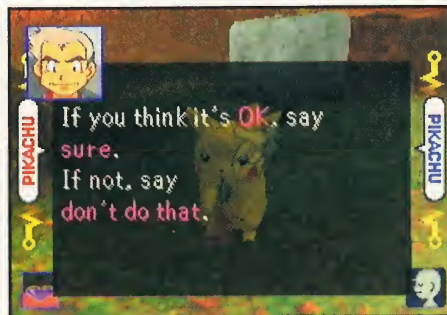
Is This Love?

Can two individuals really fall in love when they're not even of the same species? Particularly when one of them is actually just a fictional character brought to life through a videogame who only responds to limited phrases like 'Hello', 'Goodbye' and 'Get off the bed you disgusting little creature, you haven't wiped your feet!' Roy would like to think so. We caught him doing this after several continuous hours of subdued chatting with a certain overly-cute Pokémon. Some might say that Roy was a little sad, some might say he's deluding himself... we just reckon he's not playing with a full deck any more.



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Contact info: 01202 527 314



Don't Make Him Angry!

Just like that classic comic character Bruce Banner (aka: 'The Incredible Hulk') Pikachu is not someone that you want to make angry! There Roy was, chatting away happily, minding his own business and wondering how long it was until lunchtime, when he failed to notice that our yellow friend was getting a bit narked about something. Before you could say 'Hang on, I'm not Earthed!' the grouchy Pokémon unleashed a massive thunderbolt and... well, the result was rather unpleasant, to say the least!



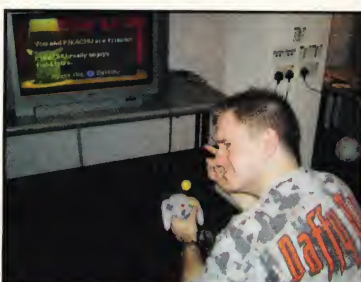
PIKACHU woke up.



today. A quick fade-to-black later and you're in the Viridian forest, face to face with a wild Pikachu! Under the Professor's instruction, you then get to have a brief chat with the friendly fellow, before returning home to bed – days in Pokémon country apparently being rather shorter than they are in most other parts of the world. Perhaps the Pokémon all live near the planet's pole or something?

Anyway, over the course of the next few 'days', and under the watchful eye of Professor Oak, you get to know Pikachu and to earn his confidence. This is done by chatting to him and playing some simple – for

want of a better word – games until he grows so attached to you that he moves into your bedroom (and that's without even being engaged first, let alone married! Pokémon these days, I don't know...) Once Pikachu has moved in you are then free to roam around the surrounding areas pretty much at will and try out a variety of the aforementioned games, which range from fishing to taking part in a Spanish-style pinata party.



[Above] Er... yes Roy. It's a television. Very good. Now can you please just get on with reviewing the game?



[Above] Hey You! Yes, you! I'm talking to you, Pikachu! What are you looking so cheerful about? No-one likes you anyway.

It's Good To Talk...

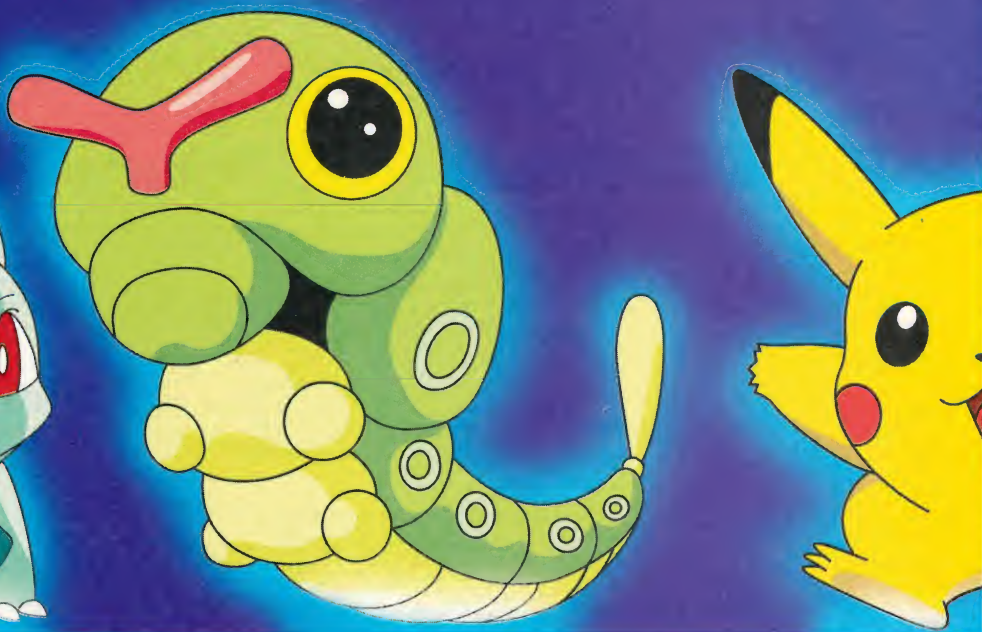
So... nothing particularly special so far, right? Except of course that your method of interaction with Pikachu in this game is rather special. The gameplay revolves around the use of a special N64 peripheral, the VRU, or Voice Recognition Unit. This plugs into port four on your console and connects to a microphone which, in turn, clips neatly onto your N64 controller. With everything correctly assembled, the Z button becomes your PTT key (that's Push-To-Talk, just in case you're not up on the latest radio jargon). Press Z, speak clearly into the microphone... and a speech bubble is fired at Pikachu, letting him hear your words and respond to them!

Obviously you can't just chat about any old thing, though. The game – and therefore Pikachu – only recognises a limited range of specific words and phrases, some of which are listed in the manual, others you pick up as you play through the game. Whenever explanatory text is displayed on-screen, the phrases which Pikachu is (allegedly) able to understand are highlighted in red, and thus you know to note them all down.

By learning these phrases, the idea is basically to 'get on' with Pikachu, coaxing and cajoling him through the variety of sub-games for which you



[Above] Oh... okay, I'm sorry. I didn't mean it. It was just a joke, okay? Don't give me that 'wounded puppy-dog' look again...



Fishy Fun

One of the activities that Pikachu enjoys (apparently) is fishing – you discover this when he turns up at your door with a fishing hook apparently stuck in his head!



Yep, Pikachu likes going fishing all right – could he be a little more excited, do you think?



Just like real fishing, you can end up standing around doing nothing much of the time.



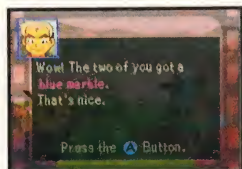
However, time in the game is compressed and so fairly shortly we've got a bite!



Pull you little yellow bas... er, pull you cute, cuddly creature you! Come on, heave!



Twenty-three inches eh? Not bad. Of course, you should have seen the one that got away...



[Above] "So anyway, I said to Charmander, 'you can't do it like that!' and he just looked at me with this daft expression..."



[Above] Greetings earthling. I am an emissary from Nintendo, here to tell you that we are taking control of the world!

"The vocabulary that Pikachu (supposedly) understands is very limited."



earn certain bonuses and acquire different objects. Any objects that you find are stored in your inventory and you can then take them out and use them to strengthen your relationship with your pet Pokémon. The beach-ball for instance can be used for a game of catch – something which Pikachu is rather keen on (apparently).

Is There Anybody There?

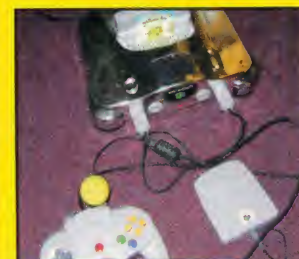
So... the big question then: how does all this come together? Well at first, the game is rather fun. The initial few stages are basically a series of special

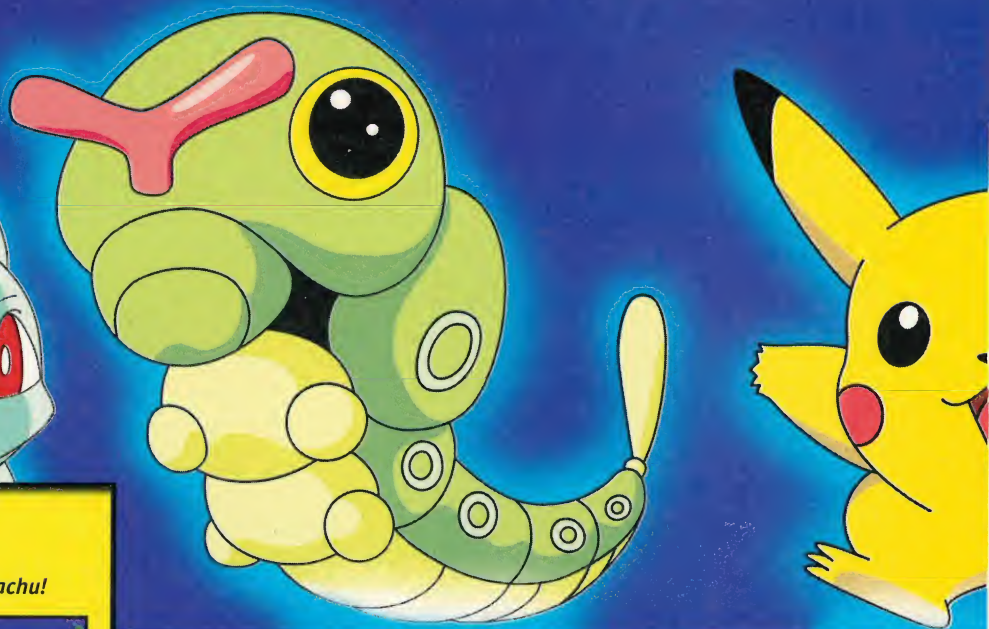
tutorials which educate you on how to use the VRU and how to deal with Pikachu. It's rather good fun to speak instructions and have Pikachu respond to them, and the various tasks that the little yellow chap has to perform are fairly novel and entertaining for a while. But (there's always a 'but'), there's a problem.

The first of these is the speech recognition. To be frank: it's not actually very good. Okay, so it's fair to say that this is an American game and therefore the VRU is presumably calibrated for an American accent and American pronunciation. That said though, Americans in general do still speak English (of a sort) and so it's

Now Hear This...

Here's the set-up that allows you to talk to everyone's favourite (or least favourite) Pokémon – the VRU plugs into port four on the N64 and the microphone is connected to it. The microphone then clips neatly onto the back of an official controller (you'll need to use sticky tape on a third-party one) and you're all ready to chat!





Pinata party!

Yes, the fun really does never end in *Hey You, Pikachu!*



A Pinata party is taking place on the beach, and Pikachu's been invited.



The aim of the game is for you to guide Pikachu towards the Pinata...



Okay... left hand down a bit... forwards... forwards... and now swing that stick!



Fun, eh? That Professor Oak obviously doesn't get out very much.



Left a bit, left a bit... now right, keep going right... no, the other right!



Success! Now quick, pick up all of that cool stuff and let's leg it out of here!

reasonable to assume that providing you speak clearly and don't have a broad Glaswegian accent then anyone speaking English should be able to make themselves understood at least part of the time.

It would be understandable of course, and perfectly reasonable, if certain words which sounded similar were mistaken for one another by the game. So saying 'Yellow' instead of 'Hello' for instance. Or 'Clock' instead of 'Drop'. However, it's not really much good when you say 'Naff off you annoying little yellow thing' and the game responds as if you've said: 'you're so cute'. Russell (resident Pokémon authority) had a bash at the game and – being the person he is – he thought he'd try out a few of the more popular expletives and the result was rather disappointing. Basically, whatever he said to Pikachu, the creature responded as if Russell had said whatever it was that the creature had been expecting to hear. So if Pikachu was expecting us to say 'hello', then no matter what we said he'd smile and wave and say 'hello' (or the Pikachu equivalent) back.

In fact the more we played with the game, the more it seemed to be that

the gameplay was set up so that in many places where you're expected to say something, more often than not there is only really one response that you can give, and whatever you say, Pikachu reacts as though you've said it. Even when you're in a situation where there are a range of things to say – like on the Field Trip sub-game for example where you're supposed to help Pikachu find various items in a field ('field' trip, geddit?) it doesn't really seem to matter what you say. Pikachu just roams around and pretty much does his own thing anyway.

I Can't Hear You!

After a while this begins to get a little frustrating. The vocabulary that Pikachu (supposedly) understands is



The Pied Piper Of Poliwhag

Yes, as if this game weren't exciting enough already, you actually get to go on a rescue mission! Calm yourselves though, it's not actually that interesting...



Apparently a number of little Poliwhag have gone missing in a swampy area.



So it's up to you and Pikachu to track them down and collect them before nightfall.

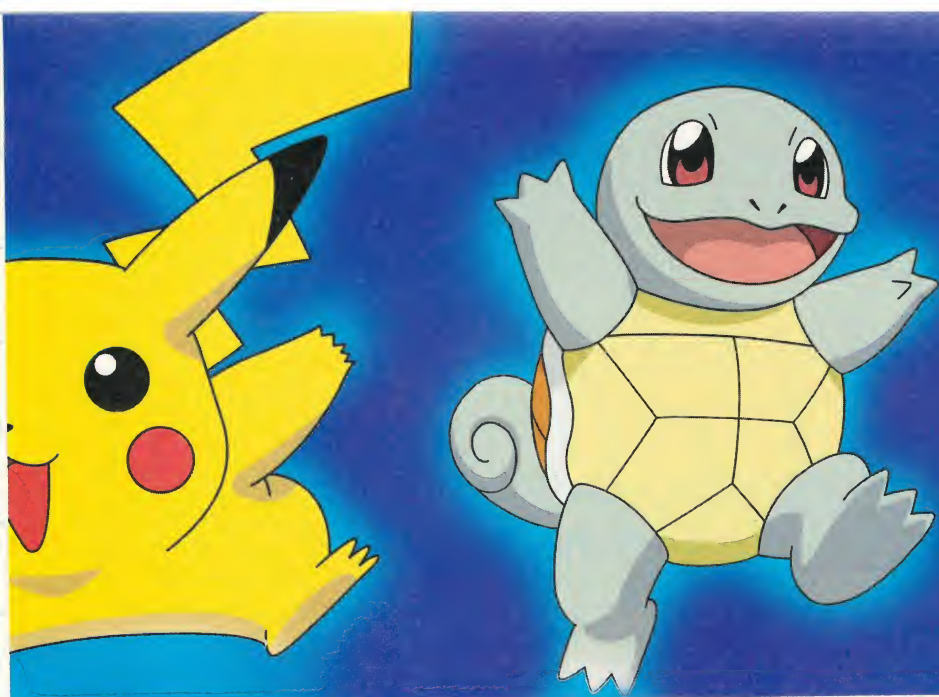


To do this you must guide Pikachu around the paths, hunting for the little creatures.



Who then follow the yellow fellow as he takes them home where they belong.





► HEY YOU PIKACHU!

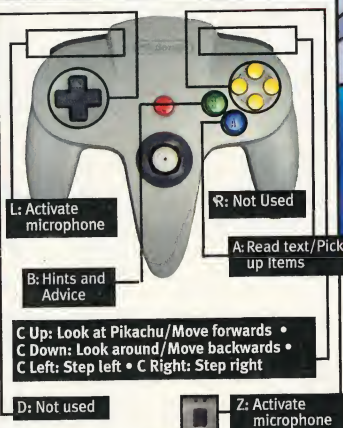
REVIEWS

64
MAGAZINE

64 **BOTTOM
LINE**
MAGAZINE

CONTROLS

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[Above] *The house that you inhabit in the game is a lot like the Big Brother house... except that you're allowed to leave when you want!*



very limited and the games that you get to play with him are ultra-simplistic and ultimately not all that satisfying. They're obviously aimed at younger children, but that doesn't excuse them from being dull and – once you've tried them once or twice – fairly repetitive. Graphically too, the game is a little disappointing. While Pikachu himself is fairly well animated and the game is nice and colourful, there are lots of graphical touches which are badly implemented. When Pikachu is eating something for example – he takes two small bites and then the whole object just disappears. You can't help but feel when you look at the graphics and consider the gameplay that the vast majority of the work involved in this game went into developing and programming the VRU, and how Pikachu responds to it.

"Fun for a while, and then ultimately it just gets boring."

It certainly seems that the rest of the game was pretty much an after-thought.

The result is a title that is essentially a novelty. Presumably if gamers are young enough that they don't mind the simplicity of the sub-games and the fairly basic animation on everything except Pikachu, then they'll doubtless love the fact that they can communicate – even to a limited extent – with the cuddly little monster. Anybody older though, unless they have a real love of all things *Pokémon* and can thus look



beyond the numerous negative aspects of the gameplay, is going to find that this a bit of fun for a while, and then ultimately it just gets boring. This is probably going to be a bit of a let-down for most N64 *Pokémon* fans, but then at least it means we're not missing out on the PAL conversion of a fantastic N64 game, just a rather novel one. If you've got an American N64, then our advice is to try and borrow this game from somewhere because it's well worth giving it a bit of a bash – if only for the experience of being able swear at Pikachu and then have him wave cheerfully at you in response. It's not, however, really worth stumping up the cash for your own copy. ■

[Below] *Oh good grief... not on the bed you doft animal! Those scorch marks are a bugger to get out – I'll need to buy a new duvet now!*



**2nd
Opinion**

Rating



→ *Hey You, Pikachu!* is a very unusual game, in that all you really need to do is talk. It is an excellent choice for younger gamers who adore the little yellow Pokémon, but probably not worth squat to any real gamer. A nice idea, although a rather expensive one!

→ Russell Murray

Goodbye Then!

Roy and Pikachu would just like to take this time to thank you all for reading this review, and to say that they hope you can all come visit again, real soon! Goodbye then! Goodbye! See ya! Caio! Adios! Now don't be a stranger, y'hear?



ALTERNATIVES

Pokémon Snap: Nintendo

Reviewed: Issue 45, 90%

Pokémon Stadium: Nintendo

Reviewed: Issue 39, 88%

RATING

Graphics



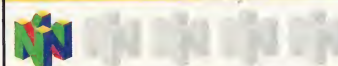
Audio



Gameplay



Challenge



**OVERALL
SCORE**

75

Soundbite:

A novel experience, but ultimately a fairly short-lived one



[Above] One of the great things about the ship you control in *Defender*, is the pace of it – very useful for legging it out of danger.

RETRO ARCADE FACT

Defender is clearly very popular with East Coast hardcore rappers, the Wu Tang Clan! On a recent collaboration with American rockers *Limp Bizkit*, the Wu sampled *Defender*'s world-famous bleepy noises to cover up some of their more 'colourful' language! Sweary!



NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer	Midway
Game Type	Puzzle
Origin	Arcade Compilation
Release	Out now (import)
Price	£34.99



MEMORY OPTIONS

MEMORY:

N/A

CONTROLLER PAK

Saves scores

Midway's Greatest Hits:

Retro Arcade Fever sweeps the N64!

The Seventies and early Eighties have a lot to answer for: the three day week, miners' strikes, power-cuts and, of course, the awful spectre of Margaret Thatcher. It wasn't all bad for our drainpipe-trousered forefathers though, as Mars bars only cost about 3p, and they did get to waste hours on many now-defunct arcade machines.

In those days, graphics were part of the imagination, and a quick blast on classics like *Defender* was perfect for killing time 'dahn the yooof club', or in your local smoke-filled amusement arcade. Well, now you can relive those heady days (even if you were only a twinkle in the milkman's eye at the time) with a copy of *Midway's Arcade Greatest Hits: Volume 1*!

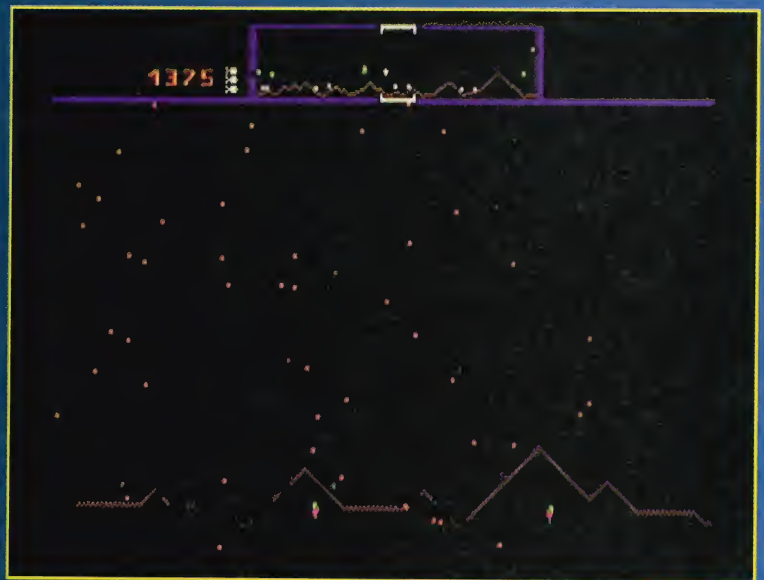
The first thing that strikes you about this package is the sheer range of games available. If you had to choose six games that summed up arcade gaming's infancy, then *Defender*, *Robotron 2084*, *Sinistar*, *Joust*, *Root Beer Tapper* and *Spy Hunter* would probably all be on your list. The great thing about including this range of games is that everyone has their favourite, and furious

debate will be sparked by the list of titles alone! Shouts of things like: "Hey – where's *Space Invaders*?" and: "What – no *Rampage*?" might well be the result of wheeling this cart out at a party, but we think the games on offer are more than enough to be going on with, and good value too!

As all of the games featured here are still hugely popular in their own



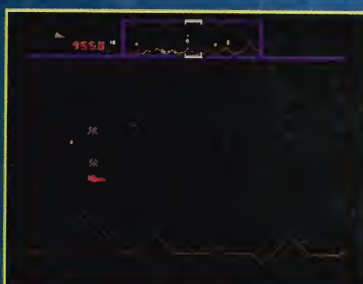
[Above] Have some green laser death, you evil invading alien you! The weapons in this game really do kick ass!



[Above] In the early days, heart monitors were extremely unreliable, difficult to read, and prone to breaking down.



[Above] The defending forces were forced to use last year's left-over Millennium fireworks when they ran out of ammo.



[Above] The aliens sent in their crack squad of battle-trained space jellyfish when all other tactics failed.



[Above] The prototype 'Snot Cannon' caused havoc when the defenders unleashed it for the first time.

Arcade Volume 1

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carrying away the little people you are protecting, or die in the process! All the features of a shoot-'em-up that we now take for granted are here, but, despite the (by contemporary standards) poor graphics, the Smart Bomb – your trusty kill-everything-on-screen ultimate deterrent – has just as much impact on the gamer as anything you'll see on an N64 or PlayStation. In short, *Defender* is still an absolute class today, and just fantastic fun.

The same can also be said of *Robotron 2084*. This game was released in the same year as the mighty *Defender*, and proved to be no less entertaining. The graphics, while similar to those of *Defender*, are a significant improvement, although they still look very primitive by today's standards. The gameplay 'gimmick' which the original employed was to use two joysticks: one to scurry about the playing area, protecting your cyborg from the threat of marauding aliens, and the other to deal out 360 degrees of instant death with your really quite immense laser gun.

Massive Firepower

Robotron 2084 pits you, a humble cybernetic killing machine, against vast swathes of... well, *blocky things*. We'll assume they're aliens, as the baddies in early coin-ops usually are, but it doesn't really matter. (Actually they're robots,

right, we thought it would be only fair to treat each one to an equal spell in the limelight. So first, then, the mighty *Defender*...

Block Shoots Block Action

Released way, way back in 1980, when I was one year old, and Roy was a lot older (Oi! I was six, thank you very much – Roy) *Defender* was the first shoot-'em-up that scrolled both left and right. The game was designed around this feature, and had you steering your fearsome little ship around, blasting no-good alien scum, and rescuing little people.

Defender soon became famous for its control method, as the game featured inertia – which meant you

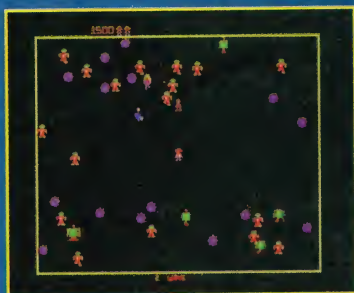
could really throw the ship around, and it would drift under its own momentum – and also the greatest laser graphics ever. No, really. Call me nostalgic if you like, but those laser beams are a great sight, aren't they? The gameplay is also stupidly addictive, with the gamer using the radar at the top of the screen to seek out (or, more often, run away from) hordes of sinister blobs.

Eat Laser, Alien Scum!

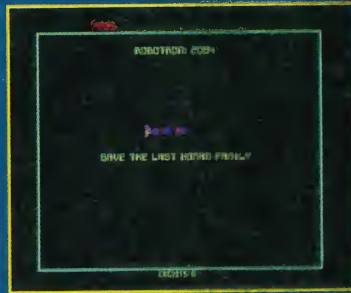
Essentially your mission is a defensive one: you must prevent the alien invaders from picking up and

"These titles have to rely on something called 'playability'"

[Below] When they realised they were going to be seen under the microscope, all the bacteria got their best frocks on.



[Below] 'Save The Last Human Family'? Blimey! Well, I've got a lot on at the mo' actually, but I'll see what I can do!



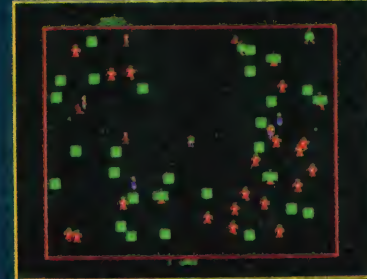
[Below] Ah, that *Robotron* title screen – a sure sign that you're only seconds away from shooting some aliens – and losing 10p.



[Above] That little blokey with the white suit on is, take my word for it, VERY HARD. Do not mess with him, whatever you do!



[Above] This is the *Star Trek*-style 'beaming in' effect, and it means more bad guys are volunteering to be slaughtered. Hurrah!



[Above] Having a bad morning? Surrounded on all sides by foul, murderous aliens? No matter, kill 'em all with your big gun!

\$64,000 QUESTION

- ⊕ A Great value package
- ⊕ Nice mix of game styles covered
- ⊕ Playability is king!
- ⊕ Hours and hours of retro fun!
- ⊕ Better than a lot of 'next-gen' games
- ⊕ Something for everyone
- ⊖ A couple of the games haven't worn well
- ⊖ Younger gamers might not see the point

RETRO ARCADE FACT

The game's unique two-joystick control system caused quite a stir when it first appeared in arcades in the early Eighties. This stroke of genius was, however, a complete fluke, and stemmed from one of the developers having a broken hand during final testing! Fortunate!



RETRO
ARCADE FACT

The car featured in the game is based on a concept car that was popular at the time. Also, the developers of this top-down scroller listened to all sorts of Seventies music while they were doing the coding, like *REO Speedwagon*! Ask your Dads!



hence the title of the game – Roy.) Where this game really succeeds is in the simple fact that you start every level in the middle of the screen in the midst of the action. Although this sounds like a minor point, it does mean that (as the screenshots show) it's a battle to stay alive from the word go. In later levels, the sheer volume of baddies means that the action gets completely manic, with lasers flying about all over the show as you try to protect the innocent humans from the evil robotic monstrosities.

At the end of the day, *Robotron* is a classic title. The gameplay style will be familiar to anyone who's played *Smash TV* – which is quite a



[Above] A quick equation for you: motorcyclist plus machine-gun fire, plus oilslick, equals? That's right, the answer is 'instant fiery death!'

aliens in deep space. This game also takes the 'inertia' control system idea from *Defender*, and improves on it, meaning that it really does feel like you're steering your ship around in

craft is subject to momentum, but it can also spin around on the spot! This is very handy for those (all too frequent) moments when the ship is surrounded by legions of

"Robotron 2084 pits you, a humble cybernetic killing machine, against vast swathes of, well, blocky things"

few people – and it's well worth checking out.

Sinistar is another early classic which sees you (stop me if you've heard this one before) battling evil

zero gravity. Also, like *Robotron 2084*, the simple fact that you're constantly surrounded by marauding enemies makes for some pretty frenetic gameplay.

Bash Those Buttons!

The basic aim of this 2D space battler is to destroy the Sinistar, a massive great asteroid-like baddie with flashing red eyes and sharp, pointy teeth. No, really! The only problem is, the Sinistar is also about 200 times the size of your puny little spacecraft, so, more often than not, you go running after the Sinistar, only to accidentally get eaten when you engage it in combat! Persevere though, cos the effect when you destroy the immense enemy is really quite impressive!

Another great feature of *Sinistar* is the way that your ship handles. As we've already mentioned, the

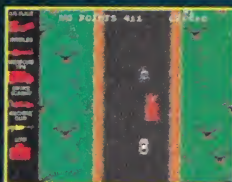
incoming asteroids or aliens, as it means you can take them all on at the same time. There's also a handy little map at the top of the screen, which makes tracking down your enemies much easier.

Midway obviously thought that gamers might need a break from the whole 'killing aliens in space with lasers' scenario. So, in the immortal words of *Monty Python*: 'Now it's time for something completely different': it can only be *Root Beer Tapper*!

Ah, booze! I bet you were wondering when we would finally get around to that! (It's only root beer, don't get too excited – Roy) What? Eh? Are you sure? (Yes, and you're wasting time. Get on with the damn review! – Roy) But... oh all right then, here goes!

Root Beer Tapper casts you as an honest bartender, trying to keep all

[Below] Let me through! Can't you see I'm a dangerous vigilante? Honestly, why won't people get out of my way?



[Below] Road rage? Me? Never. I'm too busy blowing up innocent fellow motorists to experience road rage!



[Above] Pickford's and Rhemo's bitter feud escalated into mindless violence on the open roads.



[Above] As they crossed Tower Bridge, motorists noticed that a small dog had wet itself in the middle of the road.

RETRO ARCADE FACT

Yank watery lager giants Budweiser were so impressed with *Root Beer Tapper* when it was released, that they decided to license an official 'Bud' version of the arcade game. The cabinet even had drinks holders, and a bottle opener near the coin slot! Cheers!



[Above] As the game gets faster, pints of root beer start to fly everywhere! If only all pubs were like this, we'd never leave!



[Above] Here you can clearly see what happens if you don't mop up spilled beer. The barman has knocked himself out on the bar!



[Above] *Business* picked up dramatically when the cast of the latest Clint Eastwood movie turned up one day.

of his thirsty customers topped up with lovely, fizzy root beer. Unfortunately, the punters must be thirsty, as they just keep on coming back for more and more...

Time Gentlemen Please!

The secret to success in *Root Beer Tapper* is knowing exactly when to fling your pint. As simple as it sounds, a mistimed sliding glass of root beer not only makes a right mess of the pub, but also results in our hero being thrown down the bar after it! This means that the player has to keep track of who wants serving on six bars at a time and must run around collecting the empties as well! It's not all bad though, because, if you're quick enough, you'll earn much-appreciated bonuses, in the form of small piles of cash.

Whereas *Sinistar*, *Robotron 2084* and *Defender* were all really obvious choices for a compilation of arcade classics, *Root Beer Tapper* doesn't really have what it takes, playability-wise, to compete with those titles. It's great fun for a while, but you probably won't be coming back to it on a regular basis, unless you've still got a bit of a soft spot for those old Play'n'Watch LCD handheld games like *Donkey Kong*, that is.

Unfortunately the same can also be said for the fifth title in the collection, *Joust*. Now, call me a know-nothing heretic if you like, but

The Weakest Link

As we couldn't quite decide which of these games was best (or worst), we decided that it should all be settled with a homage to the contestant-baiting, ginger genius that is Anne Robinson, and her latest triumph, *The Weakest Link*.

"HELLO! Anne Robinson here! You know, the annoyingly

ginger queen of afternoon quizshows! I've been asked by those HAPLESS IDIOTS at 64 MAGAZINE to grill two of the least satisfactory games in this selection, and find out which is the STRONGEST and which is the WEAKEST link. By the way, after I'm done here, I'm

popping across to the USA to sort their PATHETIC election FIASCO out for them, once and for all!"

"RIGHT! I won't beat about the bush any longer! *Defender*, you were the most popular game of your time, you banked the most money, and are the best game here. Therefore, YOU are the strongest link!"



Rubbish main sprite.

All the levels are the same.

Just downright irritating



"Joust, you have failed to win over the 64 MAGAZINE team convincingly – and you failed to make any money when first released. You are the Weakest Link, goodbye!" Er... has she gone yet? Can we come out? Phew...



Repetitive gameplay.

No actual alcohol featured.

Plays like an LCD handheld game.



[Above] The cowboys took ages working out how to adjust the height of their brand-new, high-tech barstools.



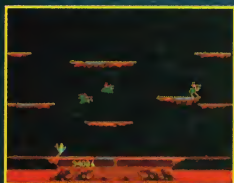
[Above] The Invisible Man's drinking problem meant that he liked to have two pints on the go at the same time.

RETRO
ARCADE FACT

Jousting was popular during Mediaeval times, and was used to settle disputes. If a knight won a jousting competition, he could decide the fate of his rival, either sparing his life, or having the poor wretch beheaded. Grisly!



[Above] There's that bloke who used to pretend to ride around the stage on an ostrich. I wondered what had happened to him!



[Below] 'They'll never find me up here', he thought, just as another swarm of enemies blocked his only route to safety. Cripes!



[Above] Honestly, for a winged horse, you're not very fit, are you? Dobbin – get to Weightwatchers, this instant!

I really didn't like this game. I mean, that three-pixel-tall version of Bernie Winters isn't really supposed to be a knight on a flying horse, is it? It is? Oh...

Lancelot

The gamer's unenviable task in *Joust* is to race around trying to off the enemy jousters with his lance, (steady on) collecting points and bonuses in the process. The 'twist' is that play takes place over a single screen of small platforms, which all the jousters fly between on their winged horses! Sounds good? Well, it is – for a while. The main problem with this game is that the difference between the levels is very small, and the main sprite is, frankly, pathetic.

Without good graphics to redeem it, *Joust*'s lack of playing appeal is very apparent. That said, there is some fun to be had, as you bomb around the screen trying to lance all the other jousters. When you successfully attack, the defeated knight drops his shield for you to collect. Once you've beaten all the knights who were charging about on the various platforms, you progress to the next level. Once again though, the playability is a little bit limited, and doesn't stand up to more than about half an hour of play before you get bored. Shame!



[Above] Honestly, Eighties platform games were hard! Look, I can't even see the main character! They don't make them like that anymore! (Thankfully.)

Fortunately, the final game in the set, *Spy Hunter*, goes a long way towards redeeming the flaws of both *Root Beer Tapper* and *Joust* – it's absolutely fantastic! The game casts you as a (you've guessed it) spy hunter, tearing down the road in your souped-up car, shooting at innocent bystanders and the odd enemy spy with a variety of tasty weapons, including machine guns and rockets!

Vroom! Ratatatat!

Ever seen the movie *Spaceballs*? In that classic Mel Brooks space caper, one of the ships has speed settings that get so, well, stupid, that they're actually called 'Ridiculous Speed' and 'Ludicrous Speed'. Well, in *Spy Hunter*, it seems that the same applies. Your motor has got two gears – 'lo' and

'hi', in true arcade tradition – but the 'hi' setting is so, erm, 'hi' that it has to be used *very carefully indeed*. Picture the scene: you're casually bumbling along in your jamjar, bumping off cyclists, and you think to yourself: 'Hey, here's a straight bit of road, I'll just put my foot down – after all, it can't do any harm, right?' WRONG! All of a sudden, you're battling along at what feels like about 300 miles per hour, frantically trying to keep your car on the road!

This sudden burst of speed is – like a petrol-powered hedge trimmer – absolutely terrifying the first time you use it, but it gets easier to control after a while, and becomes a vital, if hair-raising, part of the gameplay. *Spy Hunter* is a difficult game, but there's more than enough to keep you

[Below] It won't take a rocket scientist to work out what the aim of this next level is. That's right, it's the age-old 'try not to get killed before the end of the level' ideal! Good luck!



IS THAT YOUR FINAL ANSWER?

One of the more curious additions to the *Arcade Greatest Hits* package is the *Arcade Trivia* section. Most gamers might see straight through this section, and think it's little more than a

last-minute add-on to bolster the cart's features. And they'd be absolutely right. That said, it's quite entertaining for a while, but we found that there weren't really enough

questions included. This meant that even a bunch of thickos like us started spouting trivia about videogames of yore, and pretending to be right brainboxes in the office!

Seriously though, the *Arcade Trivia* 'machine' is chock-full of interesting facts. Our top three questions, plucked screaming from the mists of time, are: ►

Question:

Which granddaddy of all arcade shooters was sooo popular in its native Japan that, a month after release, there was a nationwide shortage of 100 Yen pieces? (Now that's what we call popular!)

Answer:

Space Invaders

Question:

Which historically important videogame went to its debut performance at a world-renowned electronics fair without any of the chips needed to actually run the software? (No, really!)

Answer:

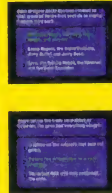
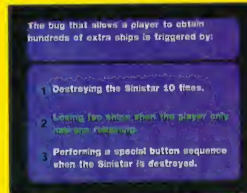
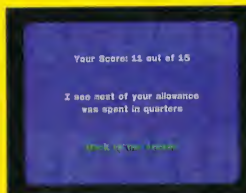
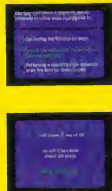
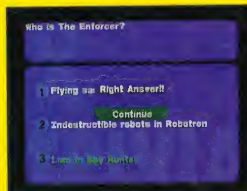
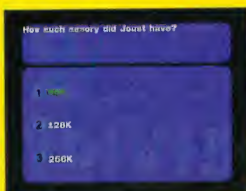
Defender

Question:

Which game was withdrawn, and made harder, after only a few weeks, because arcade owners complained that kids weren't getting through enough quarters? (That explains a lot!)

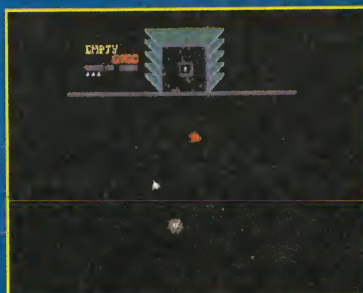
Answer:

Spy Hunter



RETRO ARCADE FACT

When playing this ancient space shooter, you come up against the massive Sinistar (hence the title). The only problem is, this mighty beast is harder than a steel strongbox of specially-hardened nails, so be very careful! Tricky!



[Above] Run away! It's the giant killer hubcap from space! Run! Save yourselves! Oh, hang on, it's just a laser-spewing UFO!

coming back until you've finished it. A true arcade classic! Midway's *Greatest Arcade Hits* collection uses the original arcade code for all of the games, so no attempt has been made to tidy up the graphics or sound. This means that, unlike most games nowadays, these titles have to rely on something called 'playability'. Apparently, this ancient term means 'a game that is fun to play because



[Above] The Screwed Up Ball Of Paper was feared throughout the known universe. Look! Here it comes now!

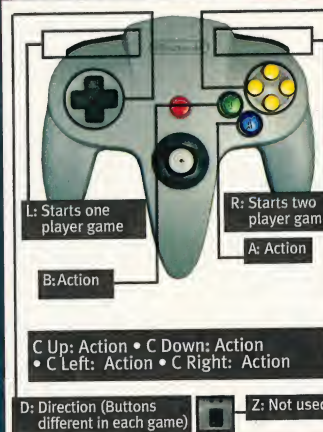
of what the player has to do, and not because of what nice flashy visuals there are to look at.' If you can forgive a couple of duff game choices, and like getting your kicks the old-fashioned way, then Midway's *Greatest Arcade Hits* could well be the cart for you! ■



[Above] Don't worry kids - it's not Anne Widdecombe - it's a huge alien the size of a planet that'll ruin our lives. Hang on...

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Robotron 64: GT Interactive
Reviewed: Issue 17, 79%
Extreme G: Acclaim
Reviewed: Issue 7, 77%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

85

Soundbite:

Old is good! Playability by the bucketload! Overall, it's fantastic fun!

2nd Opinion



→ Ah, memories... spending hours down the local arcade, wasting all my pocket-money, turning pasty-white due to lack of sun and then wondering why I never got any girlfriends... those were the days! Six classic games for the price of one can't be bad, can it now?

→ Roy Kimber

Forget 'The Fridge' – how about a top-of-the-range tumble dryer?

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Midway
Developer	Point of View
Game Type	American football
Origin	USA
Release	Out now (import)
Price	£39.99

NFL Blitz 2001

64
MAGAZINE

[Below] You have just received the ball and gone dashing up the field, take a quick look at your poor player – he's scored stiff!



[Below] After scoring a touchdown, your players perform all manner of different dances and walks, just like the real thing!





[Above] During the short break between quarters, a lovely young lady offers a few tips. Concentrate now!



[Above] The defender performs a flying leg drop on the opposing quarterback. Is that in the rules? Hey ref, you need glasses!



[Above] Hey guys, don't look so sad, the halftime show will only last for thirty minutes, and it's not that bad!



[Above] The violence continues off the field as the defender decides a flying head-butt might be in order – the nutter!

American football, or 'gridiron' has never really taken off outside the USA. The game is very similar to rugby, but is also very different, as you are allowed to throw the ball forwards in gridiron. Both games are incredibly aggressive, and many an argument has been proposed as to which is more dangerous. It is surprising that, despite the fact that gridiron players are padded all over and get to wear helmets, there are more serious injuries among the American football players each year than there are amongst the seemingly less-

extra point, but you can also try to run over the line again for an additional two points.

Game On!

With that sorted out, we can now tell you a little bit about *NFL Blitz 2001*. An official, licenced game, *Blitz* features all the teams currently playing in the NFL, and each team has unique stats – making your choice of team important. In the real league, each team has over fifty players including reserves, but to simplify things *NFL Blitz* only uses seven players per side. This makes the game a lot easier to cope with, and means that a lot more processor power can be allocated to making the graphics clearer, and the general gameplay much faster.

Another major difference to the actual sport in *NFL Blitz* is an extension to the normal yardage markers. Instead of having to make ten yards in four downs, you must reach the thirty-yard mark before you will be awarded a new first down. This may seem a little cruel, but the normal ten yard 'down' is for pansies – and you do like a challenge, don't you?

There are quite a few different

[Above] Deciding to run the ball after scoring a touchdown could gain you an extra point. It's a risk though.



buttons needed to play, but these are very well positioned and in the logical places. The C buttons are used for passing to the three wide receivers and the 'turbo' button is assigned to Z making it easy to activate when required. A few little

Offence

The Offence are the team members that perform all the attacking. In *NFL Blitz 2001* you have three line blockers, three receivers and a quarterback. When it is your turn to attack, there are loads of different tactics at your disposal to try and gain the required yardage. Press Z to cycle through the different moves and then choose one with the A button before the five-second timer expires.



MEMORY OPTIONS

→ **MEMORY:**
N/A
→ **CONTROLLER PAK**
Stores plays, League stats and save game

"The action is non-stop"

protected rugby participants.

American football can be quite complicated for beginners (and Roy) to understand, so let's start with the basics (actually I do understand it, I just happen to think it's pants! – Roy). Two teams have four attempts, or 'downs' to reach a set yardage marker. Teams can choose to either throw the ball, or run the ball downfield to reach the goal line (or 'endzone') at the far end of the field. Moving a player over this line or catching the ball in this area results in a 'touchdown', and six points are awarded. Just like in rugby, a kick is taken after the touchdown for an

\$64,000 QUESTION

- ⊕ Speedy gameplay, unmatched anywhere!
- ⊕ Extreme violence and different tackles
- ⊕ Arcade-style action in your own home!
- ⊖ Gridiron knowledge makes the game better



[Above] The players shout things at each other for intimidation. This happens quite frequently, and usually follows a tackle.

tricks have also been included to aid you in your goal-line struggle, such as your players' ability to jump to catch the ball and perform little spin moves to avoid all those bone-crunching tackles.

Wide Open

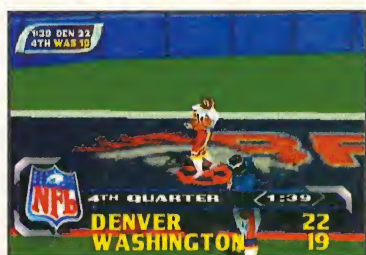
Four different gameplay modes are included to fuel your passion for gridiron, including Season mode, Tournament mode, Arcade mode and a special Party Play mode. This option has three separate mini-games challenging you to score, defend and pass against computer opponents. These three games may sound a little silly, but we found



[Below] Play selection is fairly simple, as it makes very little difference in the heat of the action. Choose a move and then try to pass.



[Below] The celebrations are great: this player is doing a moonwalk after letting loose a whole can of whup-ass!



them excellent training before stepping onto the pitch for game time. With three different difficulty settings for all levels of playing skill you can be sure that *Blitz* will remain

"Gets the adrenaline pumping faster than a rabbit on Viagra!"

competitive for quite some time.

The first really noticeable thing about *NFL Blitz 2001* is the speed of the gameplay. Right from the kick-off, your opponents come steaming at you – hardly giving you time to think.

Although you do have a little time to choose your play, the action is non-stop, making the game flow extremely nicely. The other major feature of the game is the violence –

and *Blitz* has enough brute force to make even the strongest of you wince from time to time. The violence doesn't stop with the whistle either, as you can continue to pummel your opponent for a few seconds until play resumes. This adds excitement and aggression to the gameplay, making it fantastic to just pick up and play for a short while.

Audibles

The sound on *NFL Blitz 2001* has been greatly improved since the original, with the commentator making some very witty remarks at times. These comments usual follow just after moments of extreme brutality, adding further spice to the

[Below] A wide open receiver in full flight is about to have a lucky day. A lightning-swift throw is being launched into the sky.



Defence

The Defence are the big brutes hell-bent on player destruction. When playing Defence you have a small range of plays to choose from, mainly concentrating on where your team members will line up. Try to make sure that you leave at least one man downfield to stop the long pass!



[Below] If you fail to get anywhere near your yardage goal, but are in your opponent's half, try for a field goal.





[Above] Sacking your opponent's quarterback in their endzone is another way to score points. A safety is worth two points.



crunch of the tackle. The other game sounds are standard for a gridiron game, with simple grunts and groans, but these are more than enough to make it sound like the real thing. The graphics are Expansion Pak-enhanced for a little extra vibrancy, although they do still appear a little blocky at times. However, when the game runs as fast as it does here you really have very little time to study the size of your players' knees or elbows!

The computer-controlled teams in the game are fairly intelligent, and

use cunning tactics to run down the clock, or try to regain possession. Of course, there are two major skills when playing gridiron, as both Offence and Defence must be



Equipment

Unlike rugby players, American footballers are quite literally covered from head to foot in padding. Here are just a few of the essential pieces of equipment needed for bit of rough and tumble on a Gridiron pitch.



Helmet – Protects the head from full-frontal collisions and high falls when getting clattered. This piece of equipment should never be used as a weapon!



Shoulder Pads – Necessary to protect your shoulders and prevent your arms falling off. Also makes you look a lot bigger when trying to scare opponents.



Hip and Knee Pads – see, these guys claim to be hard but they need knee pads like a little kid on a skateboard! They even have special ones to protect their hips!



Elbow Pads – Stop you getting nasty grass or Astroturf burns in those very painful areas.

Party Play

NFL Blitz 2001 also has a special Party Play mode with a few devious mini-games. Try your skill at scoring, defending or passing with three easy games aimed at making you more confident before stepping onto the field.



Quarterback Challenge

Throw the ball to the receivers while they are wide open. There are no defenders, so you can concentrate on throwing to the correct receiver. This game requires quick reflexes and bonus multipliers come into play.



First and Goal Frenzy

Score a touchdown within four attempts, starting on the ten-yard line and progressing backwards ten yards each time you score. The ultimate challenge is to construct a winning drive from the halfway line.

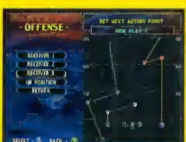


Goal Line Stand

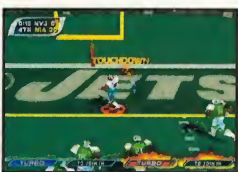
Prevent the opposition from scoring a touchdown using your defensive skills. Your opponents start on the halfway line and progress forwards ten yards each time you hold them off. Hold them out from the ten-yard line to win this testing challenge.

Play Editor

If you are a bit of a whiz at American football, you may decide that you are not happy with the plays that the computer has selected for you. In this case a complete Play Editor has been included, so you can make new plays to try and foil the Defence. Every possible formation, run, spin, block and turbo boost can be manipulated to make the player on the field follow your direct instructions. Try to devise a sneaky play that will enable you to score almost every time you use it.



[Below] He's managed to make it to the line for a touchdown, but the other team is about to make sure he regrets it - watch out there buddy!



[Below] One player gets tired of the boos and catcalls, and finally snaps, offering out everyone in the stadium!



mastered. Stopping your opponents gaining any yardage can take a little while to master, as they seem to throw the ball around as if they were playing piggy-in-the-middle. Still, a few practice goes at the 'Defend the Endzone' game, and you'll be battering the opposing Quarterback in no time. In Offence mode there are several screens of pre-designed plays to choose from, and these can be flipped to make the action reverse. If you decide at the last minute that you wish to change your chosen play, then you can hold the C Down button and issue different commands by pressing left or right.

Bone-Crunching

The developer of *Blitz* has really gone to town making the aggression come to life, and in combination with the speed this makes for some intense multiplayer action. Up to four players can compete, two on each side, and all players can try out every game mode. At last, the time has been taken to let a duo take on

the championship season, rather than just having to play simple arcade exhibition matches. There really is no nicer feeling than blending your opponent into the turf, of hitting them so hard you can almost hear the bones snap!

Blitz takes a very arcade-style approach to American Football... and we like it. Although the graphics are not quite as good as *NFL Quarterback Club*, and the number of team members is limited, *Blitz* makes up for it with some totally intense gameplay. The action is ceaseless, making it hard to put down, and the hardcore tackling adds excitement almost every second. You will have to search for a very long time to find a gridiron game that is more fun to play than this one!

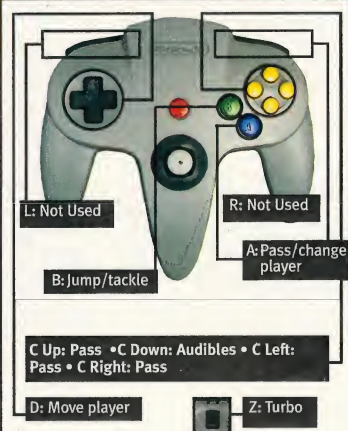
Touchdown!

The frantic on-screen action is very well put together, and although the game has been simplified, it nevertheless remains exciting to play. Sometimes the effort of learning more plays and controlling more team members might be appealing, but we're sure that there's more fun in this little package. Unfortunately, due to the current N64 climate, it is very unlikely that *NFL Blitz 2001* will ever make to the stores in the UK, so if you're a die-hard fan, then you'll need to find yourself a cartridge converter and an import shop in order to sample its delights.

With Midway producing games of this high standard at this point in the N64's lifecycle, we can only assume great things are to come on Gamecube. Mind you, we don't think that this game needs to get any faster or the action would become almost unplayable. *NFL Blitz* is a stormer of a title that gets the adrenaline pumping faster than a rabbit on Viagra. It's great fun, and is just so violent it makes us go all gooey! Top stuff if you're a gridiron fan! ■

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

NFL Blitz: GT Interactive
Reviewed: Issue 22, 85%
NFL Quarterback Club 2000: Acclaim
Reviewed: Issue 34, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

90%

Soundbite:

Super-fast, extremely violent, amazing arcade-style American Football!

2nd Opinion

Rating



→ I've never been a fan of either American football as a sport, or American football games, finding them too complicated and not very playable. *NFL Blitz 2001* is great fun though, owing to a great game engine and the emphasis being put on gameplay rather than stats.

→ Roy Kimber

プレイステーション2

P2

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ON SALE
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Pokémon Puzzle League

How many Pikachus does it take to stack a column?



NINFO

→ PLAYERS

→ EXPANSION PAK

→ RUMBLE PAK

Publisher	Nintendo
Developer	Nintendo
Game Type	Puzzle
Origin	USA
Release	Out now (import)
Price	£44.99

\$64,000 QUESTION

- Features all your favourite Pokémon characters
- Plenty of different games and options
- Bright and colourful
- Ridiculously addictive gameplay!
- The nature of the game guarantees replay value
- Just a pity it's a Pokémon game!
- Music and sound effects can be annoying

Let's look at the evidence shall we? Pokémon is probably the biggest toy phenomenon of (at least) the last ten years... possibly the biggest this century (er, or the last one, rather). You can buy toys, collect cards, watch the television show or even see the movie! You can wash your hair in their shampoo, collect them on your Game Boy Color, photograph them on your N64, eat their chocolate bars, read their books, stick them up on your bedroom wall or snuggle down into your Pokémon duvet. Log onto the web site, trade and swap them with your friends, they can wake you up in the morning, they'll hang from your

"there is practically nothing about the gameplay that can be faulted."

house keys, stick on the inside window of your car. You can wear them, stick things in them and one day, ONE DAY, possibly even worship them alongside such icons as The Beatles, Monty Python or (erm) The Spice Girls. If world domination is their ultimate plan then there hasn't been a Bond villain yet who has come as close as Pokémon have to that dream. They are here. Get used to it!

Blockbuster!

Once again, those small, collectable, odd-looking, fighting monsters known as Pokémon are gracing the screens of your television set courtesy of a brand-new game for your N64! Lately, the Pokémon licence has been put on nearly everything under the sun to make someone that all-important dollar/pound (as the above list showed, and that's only the tip of the

iceberg). Despite this cynical attitude, Nintendo – to be fair – hasn't just slapped those adorable creatures on (almost) any old thing. Even if you have to question the tenuous link between Pokémon and what is basically a variation on Tetris, with Pokémon Puzzle League they at least haven't made a shoddy mess of the whole affair! In fact, as puzzle games go this is quite a smart package.

Since you have to justify why the Pokémon gang are playing with multicoloured blocks, the story behind this latest adventure goes something like this... Ash is relaxing by the pool with his small yellow friend when he gets a call from Professor Oak to go to

the Puzzle League Village to further his own Pokémon training! So he heads to where a whole new challenge awaits him, along with a few surprises! Even if you can't swallow that, don't worry too much, because once you get to the village you'll become so engrossed in the



game that for all you care it could be Tony Blair's Puzzle League!

All right, so it may just be a rehash of that familiar Tetris formula, but as rehashes go, this is an extremely good one. Instead of moving linked blocks of four as they descend down the screen, with this game you must instead slide pairs of blocks from side to side, so that they join with other

blocks of the same colour. When you form a line of three or more they disappear, earning you points and increasing the difficulty level in the process!

As you can guess, combos, advanced techniques and chains score you extra points while in two-



[Above] I reckon those are fighting words young sir! I therefore desire you to step outside and join me in a bout of fisticuffs!



[Above] Sabrina is psychic, but despite this magical power, still didn't see the total ass-kicking she was about to receive...



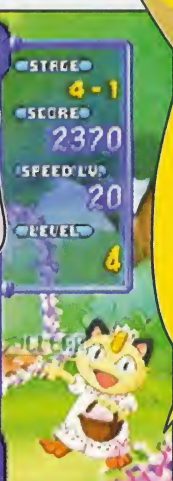
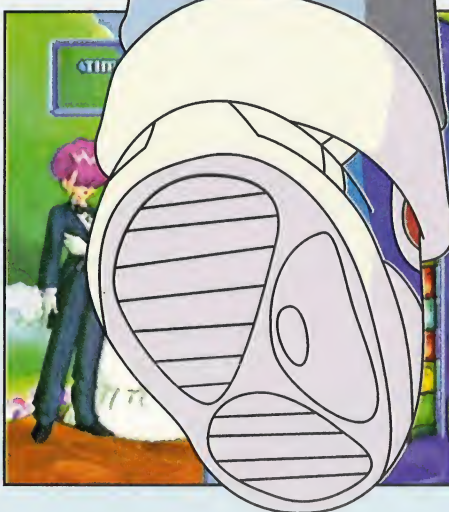
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MEMORY OPTIONS

- **MEMORY:** None
- **CONTROLLER PAK** Saves cores and game position



Going Ape

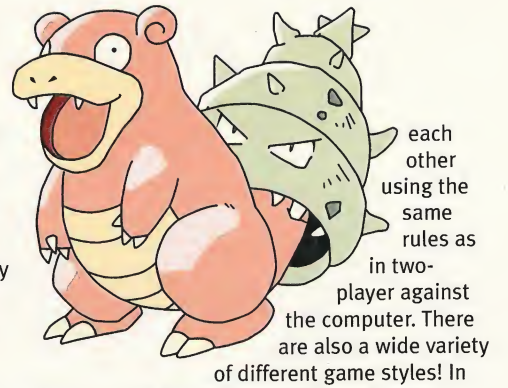
They always say that the best way to learn something is to just to try and do it and then learn from your mistakes. Well, if you take a trip to Mimic Mansion not only can you learn all the tricks of the trade by seeing and then doing, but you can also get tutorials to make sure you are doing it right! Learn to spot chains and combos whilst a weird little blue thing stares at you!





player games, or challenges with the other characters, the bigger the combo the better the handicap you put on your opponent, causing extra blocks – or ‘garbage’ as they are known in the game – to appear on

number of rounds. Each time you win a round you get a medal and when you collect enough medals you become the Puzzle League Master. Depending upon the difficulty



“The overall look of the game is bright, colourful and imaginative”



their grid. The quick but tricky way is to form a line of three Poké Balls, which sticks a hard grey line right across the opponent’s grid! However, this also works in your enemy’s favour too, so during the game things can become fast, furious and hectic.

level, the characters you play against change, as do the creatures! All of these levels provide a particularly challenging and engaging mode of play but that is not all that the game has to offer! You may also play this game with a friend, and challenge

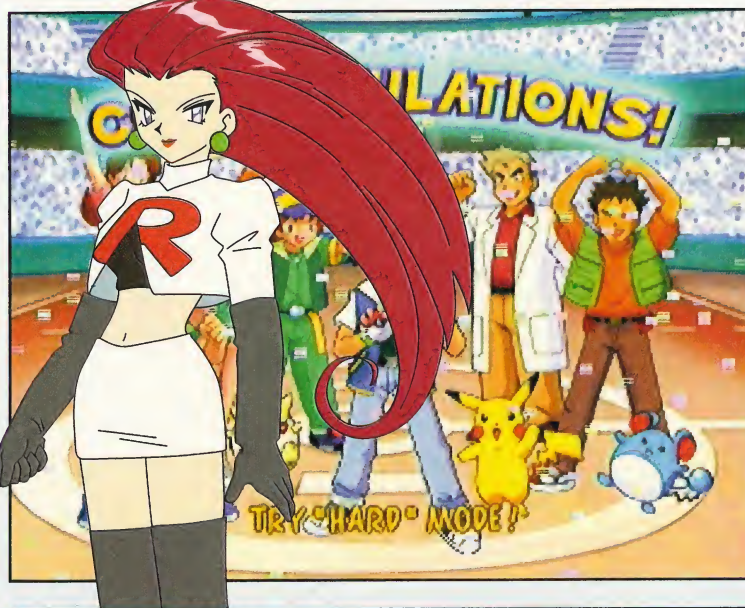
the Puzzle University you have to really use your brain, and in the Spa Service section Team Rocket has stolen your Pokémon critters, and you must fight to get them back! There are also games that set you against the clock and games that can go on practically forever, provided that you can last that long!

University Of Hard Knockers

If simply swapping multicoloured blocks around like a madman is not your idea of a truly good time then take a trip to the Puzzle University where your mind will not only be taxed but probably clamped and given a parking ticket! By utilising all the brain power you can muster, you must attempt to clear the screen of all blocks within a certain number of moves. Trust us on this one: it is a lot harder than it looks. If you are looking for a longer term challenge then this is the test for you to pass. There is, thankfully, an option for you to create you own puzzles to see if your friends can beat them. Just make sure that you can do them first!

Hip To Be Square

Playing in one-player mode is enough fun as it is with an endless supply of blocks to fight through but the real challenge of the *Puzzle League* is to beat the other trainers. Taking up a similar design to *Pokémon Stadium*, in this game you play against another trainer and pit your chosen monster against theirs as you battle through a



Line Dancing

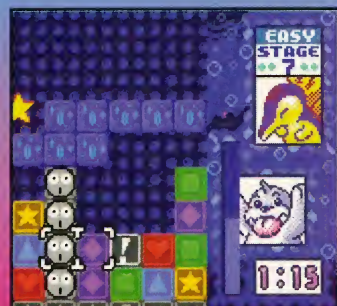
For a game that doesn’t really demand great graphics, *Pokémon Puzzle League* still manages to look glorious. Fans of the television series will be delighted to see that at the beginning of the game there is a short piece of animation that looks as though it has been taken directly from the show itself! The overall look of the game is bright, colourful and imaginative and is extremely faithful to the image of the Pokémon world! The designers have managed to take the already recognisable elements of a puzzle game like this and mix them together with the iconography of those crazy

[Above] Hello? What? Why, I'd love to subscribe to Jugs and Mugs Monthly! How much? Only £99 for a whole year? Wow!



Pint sized puzzles

You haven’t got an N64 (in which case: why did you buy this mag?) but you still want to get your hands on this addictive puzzler? If so, then you’ll no doubt be pleased to hear that lucky Game Boy Color owners will be able to stick their own 8-bit version of *Pokémon Puzzle League* into their portable pal and play with it on long car/train/coach (tick where appropriate) journeys. Perfect time-passing fun!



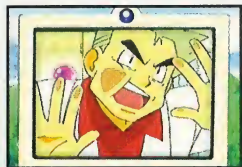
Badge Of Honour...

When you play against another trainer, on whatever difficulty setting you choose to tackle, the object is win as many matches and collect as many medals as possible to beat the world Puzzle Master become the Puzzle League Champion!



[Above] I think the cops are on to us. If they find out that we're part of that gang that tried to rob the Millennium Dome, we're done for!

[Below] Help, I want to get off this show. I'm going mad and my contract doesn't expire for another year! Damn my agent!



creatures that now appear on lunchboxes and T-shirts all over the world!

As far as the controls go, pretty-much anyone could just pick up a controller and instantly get into the game without having to get their heads around what buttons to press! As well as being quite a simple concept, the game also has in-built tutorials that teach you how to play and what moves to look out for. Although anyone who is a big fan of puzzle games will probably already know how to create a combo (or whatever), for younger players these pointers can be extremely helpful, especially if the idea of reading through the instruction book is rather off-putting! The controls react quickly to the moves you want to make and there is practically nothing about the gameplay that can be faulted.

Chain Reaction

The only major complaint – and to be honest a rather trivial one – is that the music and speech can get very annoying. Although sound quality is superb, during the game your ears are bombarded with music that sounds like the kind of infernal racket you'd expect to hear in a supermarket or a lift! The speech is a nice touch to begin with, but it takes very little time



at all to get sick of the voices crying "I'm going to win", "Better luck next time" and "Nice challenge" over and over again! Fortunately both of these problems can be eliminated by going to the options screen. As an overall package the game offers tons of options with well-designed areas for you to explore. Although a rather obvious cash-in, *Pokémon Puzzle League* is at least an addictive and diverting one and if you're a fan of this kind of game then this one should definitely keep you happy during the long dark nights ahead! ■

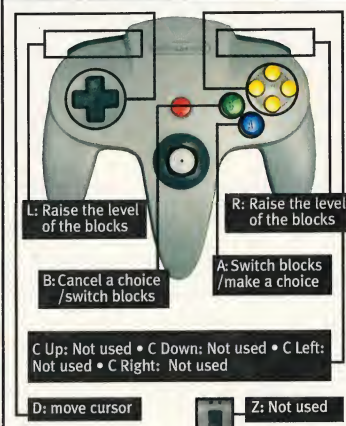


[Above] This is the Puzzle Village itself, where there are lots of places to explore! Take a trip to the Spa or the University...



64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Bust-A-Move: Acclaim

Reviewed: Issue 15, 91%

Puyo Puyo Sun: Compile

Reviewed: Issue 8, 89%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

87

Soundbite:

It's a cash-in, but at least it's a good cash-in!

2nd Opinion

Rating



It looked like being just another Pokémon cash-in, but this game is one of the most addictive I have played for a long, long time! The puzzle mode alone will keep you at it for hours. My only complaint would be with the music – it's brain-numbingly annoying!

→ Roy Kimber

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64
MAGAZINE

65

EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME BOY COLOR!

Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME BOY – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME BOY reviews is fairly similar to the ordinary 64 MAG one, but to avoid any confusion, here's a quick explanation...

NINFO

- Link cable** Can you play two-player link-up?
- Infrared** Does the game use the infrared facility?
- Built in rumble** Some games have their own rumble.
- Saves?** Does it save to cart or use a password?
- Publisher** The company selling the game.
- Developer** The company that wrote the game.
- Game Type** What kind of game is it?

\$64,000 QUESTION

The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.

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If you want more Game Boy Color action then look out for the latest issue of TOTAL GAME BOY, on sale now priced just £2.99.

REVIEWED THIS ISSUE!

- 66 Cannon Fodder
- 67 The Mummy
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- 70 The Grinch
- 71 Supercross World Championship
- 72 Airforce Delta

RATING

Graphics

Is it a visual masterpiece, or a dated pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Challenge

How long will this game last you?

OVERALL SCORE %

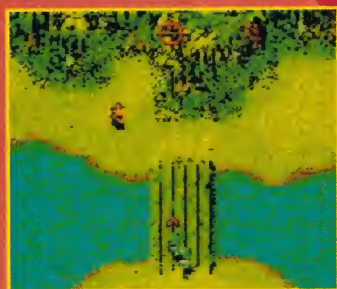
Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered – this sums it up in one easy-to-read sentence!



64 Magazine Issue 48 2000



[Below] Arnold and Fluffy come a cropper at the hands of an enemy mortar emplacement. We will remember them!

Cannon Fodder



When Two Tribes Go To War...

War! It's a funny old game. Well, okay... it's not really. I can't think of anything worse than being sent off to strange countries to live in squalid conditions and risk death at the hands of sweaty foreigners... but then that's quite enough about package holidays.

Cannon Fodder is one of those games which has been around for absolutely ages and has appeared on pretty much any format you care to mention, apart from Game Boy Color that is. Until now.

The idea of the game is a very

simple one. You take control of an army in a campaign against evil enemy forces. You must move your troops around a map, utilising

"Incredibly easy to get into and almost impossible to put down!"

vehicles and various weapons that you find, and eliminate all the enemy soldiers. The controls are simple. The gameplay is simple. The game itself is as addictive as they come!

War! What Is It Good For?

Cannon Fodder is incredibly easy to get into and almost impossible to put down. Graphically it's superb, with an FMV intro-sequence that quite literally has to be seen to be believed. The audio is outstanding too, with great sound effects and oodles of hilarious speech – yes, that's right: speech!

The best thing about *Cannon Fodder* is that it's

fun. If your troops get killed in action, you don't have to restart the level, instead reinforcements just parachute in and the game continues! This is so

much better than having to keep starting over and it eliminates the 'frustration factor' which often spoils many games. With 72 massive levels, this is one of those rare titles that actually lives up to its own advance publicity – it's true: war *really* has never been so much fun! ■

[Below] The game allows you to commandeer a whole variety of different vehicles, from jeeps to helicopters.

[Below] Your battle against evil takes you from the searing heat of the desert to the icy wastes of the Arctic.



[Above] Remember children: sheds are not to be trusted! Take every chance you get to blow them up and make the world a safer place.

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To Cart
Publisher	Codemasters
Developer	Codemasters
Game Type	Strategic shooter

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

95

Soundbite:

It's a good job *real* war isn't this entertaining or it'd happen more often!



\$64,000 QUESTION

- + Ridiculously addictive gameplay
- + Tons of (hilarious) speech samples
- + Stunning graphics
- Lots of variety

The Mummy

We've got this review all wrapped up!

Based on the 1999 blockbuster film of the same name, which itself was a remake of the 1932 Universal horror classic, this latest Game Boy Color title places you in the roles of three characters from the

"The Mummy is rather mediocre and lacking in invention."

Indiana Jones-style adventure *The Mummy*. As you search for the legendary treasure of Hamunaptra you must avoid secret organisations, an undead killer priest and the worst threat of all... Americans!

Bandage Fetish!

This particular platform game is very reminiscent of those really peculiar Amstrad/Spectrum games of yore. If you remember games like *Roland On The Ropes* for example, and you remember how those games played, then you won't be too far away from understanding how this game works too!

Playing as one of the three characters from the movie, you must search the various areas for the exit whilst collecting all the necessary objects you need to complete the level objectives. Each of the characters at

your disposal has different talents and you can swap between them during gameplay in order to overcome any obstacles. Rick has a gun to shoot enemies and out-of-reach switches, Jonathan can carry sticks of dynamite and packs a hefty punch and Evelyn can run quite fast and jump a lot further than the boys. This element means that the game invites you to think more than other, similar titles, giving the whole package a slight advantage over the competition.

Unfortunately, while the game is challenging, it is also very repetitive and will bore you quickly, especially as the controls can be quite hard to

get your fingers around.

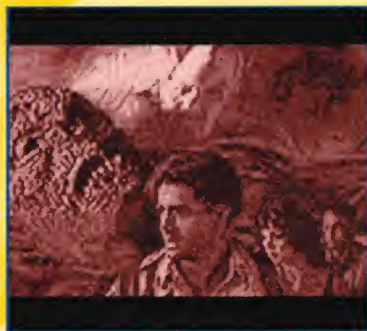
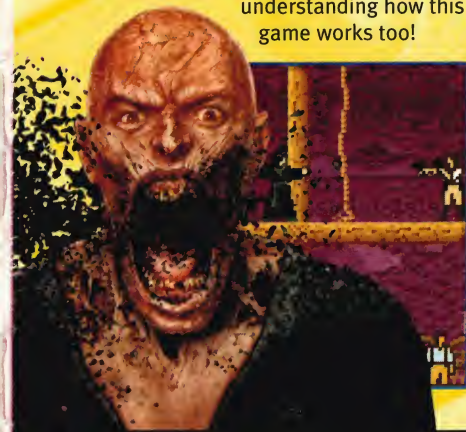
The graphics and sound are decent but nothing special, and overall *The Mummy* is rather mediocre and lacking in invention. You'll notice that it borrows a lot from the recent *Tomb Raider* adventure in both style and presentation, but this is where the comparisons end. Still, it's not a total loss and might invoke a bit of interest in the less fastidious gamer! ■

[Below] *Hmm, there is a lady, trapped in a tomb, raiding it for treasure... Now, doesn't that sound familiar, yes, it's Tomb Raider!*



[Above] *On this storm-tossed boat our hero's seasickness will be the last thing on his mind when confronted by the enemy.*

[Below] *When this mummy gets up in the morning, he doesn't look his best. But after feasting on nice brain, he's ready for the day!*



NINFO	
Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Konami
Developer	KCE Nagoya
Game Type	Platform

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

79

Soundbite:

Old style platformer that requires thought, and a lot of patience!



\$64,000 QUESTION

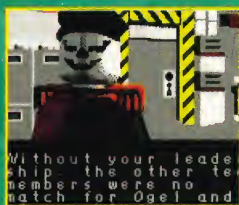
- + Nice puzzle elements
- + Lots to do
- A bit repetitive
- Fiddly control system

Lego Alpha Team

Alpha Team will knock your block off!



[Above] Dash and the boys were regretting drawing their own map. It wasn't exactly very helpful once they were out in the field!



[Above] This is Ogel, your evil nemesis. What a fine looking fella he is! Steady ladies, he's happily married so you can't have him!

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To Cart
Publisher	Nintendo
Developer	Lego Media
Game Type	Puzzle

Lego is a great kids' toy... for two reasons. Firstly: it's so simple, even the worst rugrat brickie can build a wobbly, multicoloured version of the London Eye on the lounge carpet, and secondly: kiddies can make a right mess smashing it up afterwards! Lego had to grow up some time though, and it has done – in the shape of *Lego Alpha Team* on the Game Boy Color!

Bricking It!

Your task is to assist a crack team of commando-type Lego hardcases. You must guide the last remaining member of Alpha Team, Dash, as he makes his way through the varied levels, mapping out a route for him by placing special Lego blocks in his path which cause him to change direction. Dash, Crunch and the other members of the Team (who you free along the way) can also use special items like lasers, springs, trampolines, explosives, antigravity units and generators to get through to each exit. Sounds easy? It isn't.

Thanks to the cut-scenes, the game manages to give a bit of personality to those little yellow critters that used to get lost down the back of your sofa, and the gameplay is surprisingly addictive. The cart offers plenty of brain-teasing challenges, but, because you only get to point Dash in the right direction on his quest, not actually

control him, the gameplay isn't as involving as perhaps it could have been. Those expecting a gung-ho, gun-toting platform shooter will be disappointed – this game is designed to test your brain cells, not your trigger finger!

The main problem with *Alpha Team* is that it does tend to get a



little repetitive. Some gamers will no doubt find the 'shift block A to point B' gameplay slightly lacking in, shall we say, *drama*, after about ten levels or so. It's not a bad game by any means, but definitely one for fans of puzzle titles rather than action ones. ■

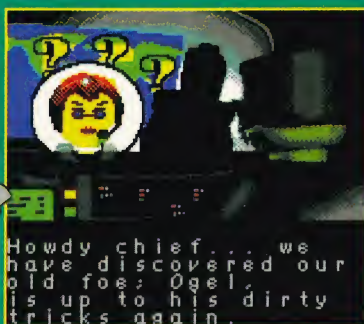
[Below] Look! That wheelie bin must have mystical powers – it's lifted Dash off the ground! (How can you tell? – Roy)



[Below] Ooh – nice title screen! I bet this game's really exciting and action-packed... er, or perhaps not!



"This game is designed to test your brain cells, not your trigger finger!"



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

78

Soundbite:

A fairly nice idea, but gets repetitive after a while.



\$64,000 QUESTION

- ➕ Ingenious puzzles
- ➕ Quite addictive
- ➖ Graphics are a bit limp
- ➖ Can get quite frustrating

64 Magazine Issue 48 2000



The Grinch

Prevent Christmas with the original green meanie!



[Above] *The Grinch can crawl through tiny spaces which allows you access areas that otherwise appear to be unreachable.*



NINFO

Link cable	No
Infared	No
Built in rumble	No
Saves?	Password
Publisher	Konami
Developer	KCE Nagoya
Game Type	Maze Game

Although far more popular in America than anywhere else in the world, Dr. Seuss' stories still bring much delight to many children the world over. Apart from the *Cat In The Hat* tales, the good Doctor's other famous story is that of the mean old Grinch who lives above Whoville with his heart still two sizes too small. How the *Grinch Stole Christmas* has become a staple read in many American family homes during Christmas and thanks to the new Jim Carey movie, the Doctor's

meanest invention is now going to be re-invented for a whole new generation of children. But where is the videogame tie-in? Well, it's here!

Bah, Humbug!

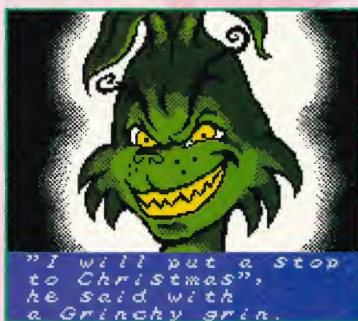
Taking the most basic elements of the book, you control either the Grinch himself or his dog Max, as you explore every last inch of Whoville for presents to steal so that you can ruin Christmas. The structure of the game is a plain and simple *Pac-Man* clone. The Grinch has to roam around a

never-ending series of maze-like areas, stealing gifts and sweets while avoiding the townsfolk and shooting his weapon into their eyes to escape. (Don't worry, it's not lethal.) Take away the small chomping yellow ball, and replace it with a green misery-guts in a festive maze, and that just about sums up this game! It's not a particularly bad thing, it's just seems a rather uninspired way to present the material that's on offer.

Although bright and colourful, with oodles of festive Christmas imagery

"This game is a plain and simple Pac-Man clone."

[Below] *What a miserable fool! Christmas is one of the happiest times of the year and he wants to stop it?*



[Below] *The Grinch is a bit of a voyeur as it turns out! Don't try this at home, kids!*



pouring out of from every pixel, despite the odd imaginative idea being thrown in, this game really doesn't seem to do Dr. Seuss' tale justice. Apart from the tricky control system (you can never turn in a different direction fast enough) there's really little else majorly at fault. It looks pretty, but the images owe more to the film than to the original illustrations, and as for sounds... well, they're pleasant enough. A nice, simple game but far from an essential Christmas purchase! ■

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

78

Soundbite:

A nice little package, but too dull to do justice to the material.



\$64,000 QUESTION

- Steal toys and sweets!
- Pac-Man on Ice
- Basically one very long maze game!
- Long spaces between the passwords

64
MAGAZINE
SIZZLER

Supercross World Championship

Big Air On The Small Screen!

Like black ice, caravans and French people, motorcycles are a big danger on the roads. Dodging in and out of queues in the almost certain knowledge that they're likely to splatter themselves over some piece of oncoming traffic is a daily part of the biker's life. However, this precarious existence is not enough for some: truly insane bikers crave *real* danger – and that's where Supercross comes in!

Supercross World Championship on the Game Boy Color boasts many impressive features. For a start, there are the FMV cut-scenes. Yes, that's right, between every race, footage of wheel-spinning, mud-flinging motorcross madness is shown. Impressive!

The game has three modes: Arcade, where you race around, picking up icons and weapons, offing your opponents *Mario Kart-*

style; Supercross, which sees you jetting all over the world, from the USA to, er, Belgium, taking part in the World Championships; and finally Freestyle, where you must press the right button combination to perform stunts as your rider flies through the air. All of the game modes are well designed, and there is enough long-term challenge in the gameplay to keep you going for a good while.

Mudflaps

The only real gripe with the game is that, particularly in the early rounds of the World Championship, the races seem a little easy. Once the 'Rookie' season is complete though, things really move up a gear, and the later races are quite taxing. A favourite of

[Below] When all their planes broke down, The Red Arrows were forced to improvise... er, and to dress in yellow instead of red.

ours was the Freestyle section. This also starts with really simple tricks, which are first performed with easy 'Left, Right, A, B' combinations, but

"Well worth a place in your collection if you're into arcade thrills"

once you get further into the game, the sequences start to so long that they'd test even the memory skills of Norris McWhirter! All in all, it's a well-designed, addictive game, and well worth a place in your collection if you're into arcade thrills 'n' spills, racing and mud. ■

[Below] The fuel protesters soon worked out that they only needed motorbikes for narrow country lanes.



[Above] Seconds from the ground, this fool suddenly realised a little too late why his parachute had seemed so heavy.



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To cart
Publisher	Infogrames
Developer	Action Group
Game Type	Arcade Racer

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

90

Soundbite:

A very impressive pocket-sized rubber-burning racer!



\$64,000 QUESTION

- Great graphics
- Nice FMV bits
- Addictive gameplay
- Racing is a bit easy



[Above] Your targets in the game come at you both in the air and on the ground. Surely you're not going to let this tank get away?



Air Force Delta

Without A Wing Or A Prayer!



If you believe that films like *Top Gun* give you a realistic idea of what it is like to take control of a jet fighter, then you have been taken for a fool! It is guaranteed to be nothing like that in the real world. Here's a great example why: Have you seen what Kelly McGillis looked like in that film? Have you seen what she looks like in real life? Once you have pieced that little puzzle together, then it won't take you long to realise that the life of a *Top Gun* is probably boring,

unattractive and frustrating. A bit like *Air Force Delta* in fact!

Flights of Fancy

In the game you are the new 'hotshot' recruit, who is pushed to the forefront of the action. From then on, there are a series of missions to complete, with a collection of planes to choose from. Each mission has its own special objective but – as you'll soon notice – they all look and play the same. Despite the effort to make it seem as real as possible, this game suffers from not giving the player any of the excitement of a dogfight in the sky. The jet moves

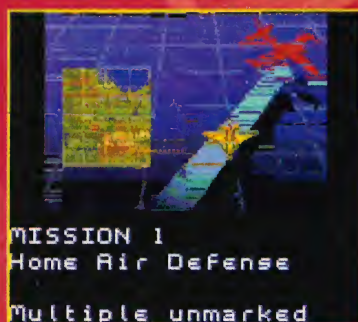
in all the directions it should, but in actual fact, your plane is just stuck moving ever-forward. All the enemies come towards you and zoom past and the game doesn't allow you to turn around to go back and destroy whatever it was you missed! This also means that it can be really hard to avoid incoming missiles as the handling doesn't get you out of the way in time. The targeting system, at best, can't seem to make its mind up what it is targeting, and power ups/extra weapons are few and far between! Despite early promise, this game soon fails to deliver. What is left is a plain, dull, and less than satisfying game! ■

The game suffers from offering the player little excitement!

[Below] I'm not sure that it's very practical to mount air defence around my home – it's only a two-bedroom semi-detached...

[Below] Yes, it's the start screen. Look... you have no idea what a nightmare it was getting screenshots for this game!

[Below] Will you just look at the grass down there! How long do you reckon it took them to mow those stripes?



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Konami
Developer	Climax
Game Type	Fight Sim

RATING

Graphics



RATING

Gameplay



Audio



Challenge



OVERALL SCORE %

75

Soundbite:

A rather disappointing game that'll give you a little fun for a while.



\$64,000 QUESTION

- ⊕ Pleasant to look at
- ⊕ Plenty of missions
- ⊖ Shoot and fire banality
- ⊖ Gets dull quickly

BEAT THE COMPETITION



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portable text
TELEVIDEO



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(EPISODES 12-22)

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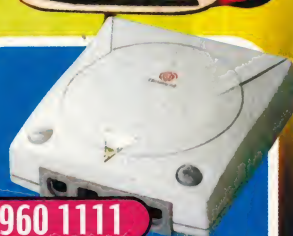
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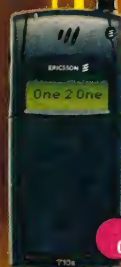
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HELPLINE 0870 740 1002
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ScoreZone

74 With the Christmas family dinner still digesting in our stuffed stomachs, the wrapping paper from all those gifts littering the streets of Britain, and the dawn of a New Year fast approaching (or, depending on when you buy this issue, already gone), we look to the future. So, if you're feeling fruity and want to challenge the names upon these pages for supremacy, then make 2001 a year to remember, and send your best efforts to us! The Ultimate Player award is shared this issue, but then that's what you get when you send in a joint entry! So, Tim Hughes in West Sussex, and Richard Lewis in Surrey, you'll just have to fight over who gets the prize!

New Games Needed!

If you were a good boy or girl this year, then chances are that you got all the excellent presents you wanted for Christmas! If you received some new games, then why don't you play them until you believe you're 'the daddy'? With Nintendo boasting new games from James Bond, Link and others, we expect some great scores. Let's see what you're made of!

Enter The Zone!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on any N64 game – without cheating, mind!
- Use a camera or a video to record your time.
- List all your scores on a sheet of paper, along with your name and address.
- Send the proof of your prowess to:
**64 ScoreZone
64 MAGAZINE
Paragon House
St Peters Road
Bournemouth BH1 2JS**
- Include an SAE if you want your photos/videos back.

Legend Of Zelda

BIGGEST FISH	
24 Pounds Harris Shackleton, Halifax	0:46 David Ryan, Derby
24 Pounds Matthew Thompson, Cookham	0:47 Matthys ten Ham, The Netherlands
24 Pounds Gareth Haynes, Droitwich	0:47 Philip Longhurst, Sudbury
23 Pounds Leigh Maddox, Cheshunt	
23 Pounds David Park, Hebburn	
MARATHON RACE	
1:02 Philip Longhurst, Sudbury	
1:02 David Ryan, Derby	
1:04 Karl Jobst, Australia	
1:03 Mark Nicol, Western Australia	
1:06 Matthys ten Ham, The Netherlands	
HORSE RACE	
0:46 Mark Nicol, Western Australia	
0:46 Michael Tokarz, New South Wales	
HORSEBACK ARCHERY	
2000 points Mark Nicol, Western Australia	
2000 points Matthys ten Ham, Netherlands	
2000 points Christopher Ryan, Derby	
2000 points David Ryan, Derby	
2000 points Jan-Erik Spangberg, Sweden	
GRAVEYARD RACE	
0:50 Stephen Hill, Kent	
0:52 Karl Jobst, Australia	
0:53 David Ryan, Derby	
0:56 Darren Harris, Birmingham	
0:58 Tammy Harris, Birmingham	

Quake II

CENTRAL COMPLEX	
1:45 Darren Harris, Birmingham	
1:51 Alexander Cook, Leeds	
1:56 Thomas Munn, Leicester	
COMMUNICATIONS CENTRE	
0:47 Darren Harris, Birmingham	
0:58 Thomas Munn, Leicester	
0:59 Alexander Cook, Leeds	
INTELLIGENCE CENTRE	
1:33 Darren Harris, Birmingham	
1:37 Alexander Cook, Leeds	
1:40 Thomas Munn, Leicester	
STROGG OUTPOST	
0:33 Darren Harris, Birmingham	
0:40 Alexander Cook, Leeds	
0:45 Thomas Munn, Leicester	

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia

Extreme G

CITY 1	2:02:88 Michael Williams, Exeter
1:45:65 Ian Lawlor, Churwell	
2:02:98 Jon Burrows, Queensland	
2:03:91 Sam Doyle, Glossop	
2:05:81 Michael Williams, Exeter	
2:08:73 Joe Young, Bickerton	
CITY 2	
3:07:66 Jon Burrows, Queensland	
CITY 3	
1:58:36 Jon Burrows, Queensland	
DESERT 1	
1:59:60 Ian Lawlor, Churwell	
2:00:95 Jon Burrows, Queensland	
DESERT 2	
1:54:70 Jon Burrows, Queensland	
DESERT 3	
2:27:18 Jon Burrows, Queensland	
SPACE STATION 1	
1:44:58 Ian Lawlor, Churwell	
2:06:30 Jon Burrows, Queensland	
SPACE STATION 2	
2:15:95 Jon Burrows, Queensland	
SPACE STATION 3	
2:49:41 Jon Burrows, Queensland	

Perfect Dark

DATADYNE CENTRAL	CRASH SITE
0:36 Arif Mollah, Lancashire	1:54 Arif Mollah, Lancashire
DATADYNE RESEARCH	PELAGIC 2
1:36 Arif Mollah, Lancashire	1:28 Arif Mollah, Lancashire
DATADYNE CENTRAL	DEEP SEA
1:24 Arif Mollah, Lancashire	4:01 Arif Mollah, Lancashire
CARRINGTON VILLA	CARRINGTON INSTITUTE
1:24 Arif Mollah, Lancashire	1:06 Arif Mollah, Lancashire
CHICAGO	ATTACK SHIP
0:20 Arif Mollah, Lancashire	2:59 Arif Mollah, Lancashire
G5 BUILDING	SKEEDAR RUINS
1:06 Arif Mollah, Lancashire	1:48 Arif Mollah, Lancashire
AREA 51: INFILTRATION	MR B'S REVENGE
1:41 Arif Mollah, Lancashire	1:57 Arif Mollah, Lancashire
AREA 51: RESCUE	MAIAN SOS
1:54 Arif Mollah, Lancashire	2:32 Arif Mollah, Lancashire
AREA 51: ESCAPE	WAR
2:59 Arif Mollah, Lancashire	0:36 Arif Mollah, Lancashire
AIR BASE	THE DUEL
1:46 Arif Mollah, Lancashire	0:04 Arif Mollah, Lancashire
AIR FORCE ONE	
1:06 Arif Mollah, Lancashire	

International Track & Field: Summer games

POLE VAULT	100M FREESTYLE
6.48m, David McKinnie, Cambridgeshire	00:49:69 secs, David McKinnie, Cambridgeshire
100M SPRINT	100M BREASTSTROKE
00:09:64 secs, David McKinnie, Cambridgeshire	01:02:12 secs, David McKinnie, Cambridgeshire
110M HURDLES	VAULT
00:13:10 secs, David McKinnie, Cambridgeshire	9.97 pts, David McKinnie, Cambridgeshire
LONG JUMP	HORIZONTAL BAR
9.19m, David McKinnie, Cambridgeshire	9.95 pts, David McKinnie, Cambridgeshire
TRIPLE JUMP	WEIGHT LIFTING
18.72m, David McKinnie, Cambridgeshire	252.5 kg, David McKinnie, Cambridgeshire
JAVELIN THROW	TRAP SHOOTING
105.84m, David McKinnie, Cambridgeshire	204 pts, David McKinnie, Cambridgeshire
HAMMER THROW	CHAMPOINSHIP
100.93m, David McKinnie, Cambridgeshire	10123 pts, David McKinnie, Cambridgeshire
HIGH JUMP	
2.54m, David McKinnie, Cambridgeshire	

Donkey Kong 64

RAMBI ARENA
216 Sean Matthews, Paisley
212 Kris Christopher, Maestey
202 James Eyre, Leicester
202 Chris Webb, Gloucester
198 Karl Kobst, Australia
191 Kristie Fawn, Sydenham
188 David Bilett, Croydon
ENGUARDE ARENA
365 Sean Matthews, Paisley
345 Karl Jobst, Australia
255 James Eyre, Leicestershire
250 Anthony Hooley, Breaston
250 Chris Webb, Gloucester
245 Karen line, Blackpool
JETPAC ARCADE GAME
811395 Kevin Lillie, Liverpool
661910 James Eyre, Leicester
655360 Jeffery Van der Aa, Netherlands
50650 Trent Green, Australia
31060 Anthony Hooley, Breaston
811395 pts, Kevin Lillie, Liverpool

Chameleon Twist

JUNGLE LAND
03:11 Luke Sutton, South Australia
03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffery Van Der Aa, The Netherlands
ANT LAND
09:27 Robert Gallagher, Southampton



Goldeneye

FACILITY - 00 LEVEL!

0:38 Arif Mollah, Lancashire
0:48 David Ryan, Derby
0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchin, Australia

BYELOWMORYE DAM

0:47 Arif Mollah, Lancashire
0:52 David and Christopher Ryan, Derby
0:53 Arif Mollah, Rochdale
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent

FACILITY

0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:51 James Eyre, Leicester

RUNWAY

0:21 Arif Mollah, Lancashire
0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby

SURFACE 1

0:52 Arif Mollah, Lancashire
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia

BUNKER 1

0:16 Arif Mollah, Lancashire
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Karl Jobst, Australia

LAUNCH SILO

0:49 Arif Mollah, Lancashire
1:02 David Ryan, Derby
1:06 Arif Mollah, Rochdale
1:06 James Eyre, Leicester
1:08 Ben Kitchin, Australia
1:09 Luke Sutton, South Australia

FRIGATE

0:23 Arif Mollah, Lancashire
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

SURFACE 2

0:54 Arif Mollah, Lancashire
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

BUNKER 2

0:20 Arif Mollah, Lancashire
0:20 David Ryan, Derby
0:22 Arif Mollah, Rochdale
0:24 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

STATUE PARK

2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale

MILITARY ARCHIVES

0:16 Arif Mollah, Lancashire
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:17 Christopher Ryan, Derby

STREETS

1:08 Arif Mollah, Lancashire
1:00 Zak Brown, Australia
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands

DEPOT

0:22 Arif Mollah, Lancashire
0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:23 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia

TRAIN

1:04 Arif Mollah, Rochdale
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

JUNGLE

1:02 Arif Mollah, Lancashire
1:02 Karl Jobst, Australia
1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale

CONTROL CENTRE

3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

WATER CAVERNS

1:00 Arif Mollah, Lancashire
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:06 Arif Mollah, Rochdale
1:07 Karl Jobst, Australia

CRADLE

0:39 Arif Mollah, Lancashire
0:40 Jon Burrows, Queensland
0:42 Karl Jobst, Australia
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone

AZTEC COMPLEX

1:07 Arif Mollah, Lancashire
1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:16 Jon Burrows, Queensland
1:18 Arif Mollah, Rochdale
1:18 James Eyre, Leicester

EGYPTIAN TEMPLE

0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands
0:56 Martin Hurley, St Helens

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

JUNGLE FALLS

00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:50:03 Stacy Needham, Bicester
00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

01:06:25 Stacy Needham, Bicester
01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seeney, Bury St Edmunds

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

01:12:31 Stacy Needham, Bicester
1:22:01 Jan-Erik Spangberg, Sweden
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:27:24 James Eyre, Leicester

HAUNTED WOODS

00:47:65 Stacy Needham, Bicester
00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:54:26 Darren Harris, Birmingham

FROSTY VILLAGE

01:10:96 Stacy Needham, Bicester
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham

EVERFROST PEAK

01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

SNOWBALL VALLEY

00:41:80 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seeney, Bury St Edmunds

WALRUS COVE

01:27:81 Stacy Needham, Bicester
01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

01:25:03 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden
01:57:26 Martin Hurley, St Helens

SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

STAR CITY

01:14:20 Stacy Needham, Bicester
01:29:36 Kevin Seeney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:31:26 Darren Harris, Birmingham
01:42:48 John Dick, Uddingston
01:50:07 Martin Hurley, St Helens

WCW/Nitro

SINGLE MATCH

98120 Jon Burrows, Queensland
61900 Rob Varley, Queensland

TAG MATCH

110680 Jon Burrows, Queensland
77280 Gavin Deadman, Biggin Hill

US HEAVYWEIGHT

160120 Gavin Deadman, Biggin Hill
145670 Jon Burrows, Queensland

CRUISERWEIGHT

145475 Jon Burrows, Queensland
98790 Gavin Deadman, Biggin Hill

TAG TEAM TITLE

571110 Jon Burrows, Queensland

WORLD HEAVYWEIGHT

160650 Jon Burrows, Queensland

TV TITLE

96960 Gavin Deadman, Biggin Hill

HANDICAP MATCH

97540 Jon Burrows, Queensland

BATTLE ROYAL

47000 Gavin Deadman, Biggin Hill
46400 Jon Burrows, Queensland

Yoshi's Story

37500

Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Qvistorf, Copenhagen
34956 David Park, Hebburn
33701 Andy Murray, Bournemouth
32112 Martin Hurley, St Helens

Tetrisphere

RESCUE

913530600 John Lambregts, The Netherlands
259549700 Joel Smith, Springwood, Australia
145032800 Jay Scott, Fort-William
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland

Shadows Of The Empire

BATTLE OF HOTH

0:02:07 Matthew Stevenson, Bournemouth
0:02:23 Karl Jobst, Australia
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia

ESCAPE FROM ECHO BASE

0:01:26 Karl Jobst, Australia
0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth
0:03:32 Karl Jobst, Australia
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pantrey, Goudhurst

MOS EISLEY AND BEGGAR'S CANYON

0:01:36 Karl Jobst, Australia

0:01:41 Magnus Smith, Burra Isle

0:02:49 Matthew Stevenson, Bournemouth

0:04:26 Hans Lafeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

0:01:11 Karl Jobst, Australia
0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

SKYHOOK BATTLE

0:05:51 Karl Jobst, Australia
0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth
0:09:11 Karl Jobst, Australia

XIZOR'S PALACE

0:04:01 Karl Jobst, Australia
0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

Star Wars: Episode One Racer

ANDO PRIME CENTRUM		MON GAZZA SPEEDWAY	
2:28:336	David Scott, Newry	0:23:073	Julian Scott, Newry
3:03:510	Tim Hughes, West Sussex	0:47:409	Stephen Hill, Kent
3:04:033	Stephen Hill, Kent	0:48:878	Richard Lewis, Surrey
3:33:629	Darren Harris, Birmingham	0:51:297	Darren Harris, Birmingham
3:33:500	Chris Perry, Cambridge	0:55:894	Chris Perry, Cambridge
BEEDO'S WILD RIDE		SCRAPPER'S RUN	
3:06:411	Stephen Hill, Kent	2:21:423	Richard Lewis, Surrey
3:34:998	Darren Harris, Birmingham	2:26:855	Darren Harris, Birmingham
3:35:652	Chris Perry, Cambridge	2:26:906	Julian Scott, Newry
3:49:292	Julian Scott, Newry	2:27:602	Chris Perry, Cambridge
BOONTA TRAINING COURSE		VENGEANCE	
1:08:575	Julian Scott, Newry	4:05:078	Julian Scott, Newry
1:50:993	Richard Lewis, Surrey	4:05:716	Tim Hughes, West Sussex
1:53:644	Darren Harris, Birmingham	4:18:857	Darren Harris, Birmingham
1:53:851	Luke Sutton, South Australia	4:22:203	Chris Perry, Cambridge
1:54:023	Chris Perry, Cambridge	ABYSS	
EXECUTIONER		3:43:245	David Scott, Newry
4:39:014	Stephen Hill, Kent	THE GAUNTLET	
4:48:130	Tim Hughes, West Sussex	6:07:653	David Scott, Newry
5:00:653	Darren Harris, Birmingham	GRAPEVINE GATEWAY	
5:01:034	Chris Perry, Cambridge	4:05:972	David Scott, Newry
5:04:442	Julian Scott, Newry	SEBULA'S LEGACY	
MALASTARE 100		2:40:818	Julian Scott, Newry
2:01:442	Tim Hughes, West Sussex	DUG DERBY	
2:03:049	Stephen Hill, Kent	2:17:161	Julain Scott, Newry
2:14:014	Darren Harris, Birmingham		
2:23:537	Julian Scott, Newry		
2:25:364	Chris Perry, Cambridge		

Quake 64

MAP 1: THE SLIPGATE COMPLEX		MAP 11: THE DISMAL OUBLIETTE	
0:30	Michael Williams, Exeter	1:53	John Brennan, Bicester
0:30	Raymond Burton, Stockbridge	5:06	Raymond Burton, Stockbridge
0:30	Jon Quarrie, Stapleford	5:16	James Eyre, Leicester
0:30	Kevin Seeney, Bury St Edmunds	5:48	Jon Quarrie, Stapleford
0:31	Karl Watt, Shetland	MAP 12: THE UNDEREARTH	
MAP 2: CASTLE OF THE DAMNED		0:47	John Brennan, Bicester
0:28	John Brennan, Bicester	0:58	Karl Watt, Shetland
0:38	Jon Quarrie, Stapleford	1:13	Raymond Burton, Stocksbridge
0:40	Karl Watt, Shetland	MAP 13: TERMINATION CENTRAL	
0:43	Michael Williams, Exeter	0:43	John Brennan, Bicester
0:44	Raymond Burton, Stockbridge	1:02	Karl Watt, Shetland
MAP 3: THE NECROPOLIS		1:08	Jon Quarrie, Stapleford
1:00	James Eyre, Leicester	1:10	Raymond Burton, Stocksbridge
1:05	John Brennan, Bicester	1:20	James Eyre, Leicester
1:11	Karl Watt, Shetland	MAP 14: THE VAULTS OF ZIN	
1:12	Jon Quarrie, Stapleford	0:37	James Eyre, Leicester
1:14	Michael Williams, Exeter	0:54	John Brennan, Bicester
MAP 4: GLOOM KEEP		1:08	Karl Watt, Shetland
0:15	James Eyre, Leicester	1:13	Raymond Burton, Stocksbridge
0:37	John Brennan, Bicester	MAP 15: THE TOMB OF TERROR	
0:46	Jon Quarrie, Stapleford	0:33	James Eyre, Leicester
0:49	Michael Williams, Cardiff	1:06	John Brennan, Bicester
0:55	Karl Watt, Shetland	1:10	Karl Watt, Shetland
MAP 5: THE DOOR TO CHTHON		1:25	Raymond Burton, Stocksbridge
0:09	James Eyre, Leicester	MAP 16: SATAN'S DARK DELIGHT	
0:15	John Brennan, Bicester	2:07	John Brennan, Bicester
0:54	Jon Quarrie, Stapleford	3:00	Kevin Seeney, Bury St Edmunds
0:56	Chris Street, Huntingdon	MAP 17: CHAMBERS OF TORMENT	
1:02	Karl Watt, Shetland	0:43	James Eyre, Leicester
1:03	Raymond Burton, Stockbridge	0:53	John Brennan, Bicester
MAP 6: HOUSE OF CHTHON		1:15	Karl Watt, Shetland
0:23	John Brennan, Bicester	1:27	Raymond Burton, Stocksbridge
0:27	Karl Watt, Shetland	MAP 20: THE ELDER GOD SHRINE	
0:28	Kevin Seeney, Bury St Edmunds	0:37	John Brennan, Bicester
0:29	Raymond Burton, Stockbridge	0:40	James Eyre, Leicester
0:29	Jon Quarrie, Stapleford	MAP 21: THE PALACE OF HATE	
0:29	Karl Watt, Shetland	0:47	John Brennan, Bicester
MAP 7: ZIGGURAT VERTIGO		0:37	James Eyre, Leicester
1:04	John Brennan, Bicester	MAP 22: THE PAIN MAZE	
1:24	Jon Quarrie, Stapleford	0:49	John Brennan, Bicester
2:31	Karl Watt, Shetland	MAP 23: AZURE AGONY	
MAP 8: THE OGRE CITADEL		1:25	James Eyre, Leicester
0:35	James Eyre, Leicester	1:42	Jon Quarrie, Stapleford
0:53	John Brennan, Bicester	2:55	Karl Watt, Shetland
0:58	Raymond Burton, Stockbridge	3:26	Raymond Burton, Stocksbridge
0:58	Jon Quarrie, Stapleford	MAP 24: THE NAMELESS CITY	
1:03	Karl Watt, Shetland	1:26	John Brennan, Bicester
MAP 9: THE CRYPT OF DECAY		MAP 25: SHUB NIGGURATH'S PIT	
1:12	John Brennan, Bicester	0:50	John Brennan, Bicester
1:18	Raymond Burton, Stocksbridge	0:50	Kevin Seeney, Bury St Edmunds
1:19	Karl Watt, Shetland	0:52	Jon Quarrie, Stapleford
1:20	Jon Quarrie, Stapleford		
1:26	James Eyre, Leicester		
MAP 10: THE WIZARD'S MANSE			
1:45	John Brennan, Bicester		
2:18	Karl Watt, Shetland		
2:21	Jon Quarrie, Stapleford		
2:27	Raymond Burton, Stocksbridge		

Mario Kart 64

LUIGI RACEWAY		01:01:43	Arif Mollah, Rochdale
00:36:91	Arif Mollah, Rochdale	01:09:01	Adam Tucker, Great Yarmouth
00:43:73	Adam Tucker, Great Yarmouth	01:20:65	James Eyre, Leicester
00:46:78	Ben Kitchin, Australia	YOSHI VALLEY	
00:48:24	Jon Burrows, Queensland	00:34:83	Stacy Needham, Bicester
00:48:42	Caroline Fawcett, North Horncastle	00:34:88	Aaron Norris, Western Australia
MOO MOO FARM		00:35:19	Danny Dunn, New Leake
01:17:32	Arif Mollah, Lancashire	00:37:64	Arif Mollah, Rochdale
01:15:77	Jeffery Van der Aa, Netherlands	01:00:94	Jeffery Van der Aa, Netherlands
01:16:55	James Eyre, Leicester	RAINBOW ROAD	
01:18:74	Arif Mollah, Rochdale	03:08:87	Ben Kitchin, Australia
01:19:26	Adam Tucker, Great Yarmouth	04:04:92	Adam Tucker, Great Yarmouth
01:20:51	James Allsopp, Alveston	04:04:70	Arif Mollah, Rochdale
KOOPA TROOPA BEACH		04:07:89	Jamie Eccles, California
01:23:12	Arif Mollah	04:13:51	James Eyre, Leicestershire
01:20:86	Jeffery Van der Aa, Netherlands	BANSHEE BOARDWALK	
01:23:17	James Eyre, Leicester	00:52:31	Jeffery Van der Aa, Netherlands
01:24:04	Adam Tucker, Great Yarmouth	00:55:24	Ben Kitchin, Australia
01:24:48	Arif Mollah, Rochdale	00:58:76	Jon Burrows, Queensland
01:27:81	Alan Dundas, Arbroath	01:20:52	Adam Tucker, Great Yarmouth
FRAPPE SNOWLAND		01:47:28	Arthur Van Dalen, The Netherlands
00:25:33	Arif Mollah, Rochdale	DONKEY KONG'S JUNGLE PARKWAY	
00:25:34	Arthur Van Dalen, Netherlands	00:28:81	Arif Mollah, Rochdale
00:27:45	Alan Pierce, Salisbury	00:29:03	Aaron Norris, Western Australia
00:27:72	Rob Pierce, Salisbury	00:31:28	Jeffery Van der Aa, Netherlands
00:29:57	Danny Dunn, New Leake	00:31:94	Danny Dunn, New Leake
MARIO RACEWAY		00:35:01	Rob Pierce, Salisbury
00:18:80	Arif Mollah, Rochdale	00:41:49	Martin Hurley, St Helens
00:25:72	Ben Kitchin, Australia	SHERBET LAND	
00:27:79	Adam Tucker, Great Yarmouth	00:59:59	Arif Mollah, Lancashire
00:49:38	David Park, Hebburn	00:58:05	Ben Kitchin, Australia
00:51:47	Caroline Fawcett, North Horncastle	01:35:89	Jon Burrows, Queensland
WARIO STADIUM		01:41:19	Adam Tucker, Great Yarmouth
00:18:32	Jeffery Van der Aa, Netherlands	01:43:24	James Eyre, Leicester
00:18:84	Arif Mollah, Rochdale	01:44:20	Arif Mollah, Rochdale
00:19:16	Ben Kitchin, Australia	01:51:69	James Eyre, Donington Le Heath
00:19:68	Aaron Norris, Western Australia	01:56:16	Martin Hurley, St Helens
00:21:22	Richard Dunn, New Leake	02:04:12	Craig Bartlett, Bournemouth
CHOCO MOUNTAIN		BOWSER'S CASTLE	
0:46:08	Jeffery Van der Aa, Netherlands	01:12:59	Jeffery Van der Aa, Netherlands
0:57:96	James Eyre, Leicester	01:20:90	Adam Tucker, Great Yarmouth
01:00:56	Richard Dunn, New Leake	01:24:12	Ben Kitchin, Australia
1:02:98	Arif Mollah, Rochdale	01:58:95	Jon Burrows, Queensland
01:20:74	Adam Tucker, Great Yarmouth	02:02:79	James Eyre, Leicester
ROYAL RACEWAY		02:21:22	Martin Hurley, St Helens
01:19:75	Jeffery Van der Aa, Netherlands	02:34:16	John Bailey, Stevenage
01:24:49	Arif Mollah, Rochdale	TOAD'S TURNPIKE	
01:26:99	Ben Kitchin, Australia	01:35:52	Jeffery Van der Aa, Netherlands
01:27:43	Adam Tucker, Great Yarmouth	01:43:33	Arif Mollah, Rochdale
01:47:73	Jon Burrows, Queensland	01:45:53	Jon Burrows, Queensland
KALAMARI DESERT		01:46:27	Adam Tucker, Great Yarmouth
00:44:39	Arif Mollah, Lancashire	01:46:63	James Allsopp, Alveston
00:50:70	Jeffery Van der Aa, Netherlands	01:51:22	Martin Hurley, St Helens
00:52:47	Ben Kitchin, Australia	02:21:22	Martin Hurley, St Helens
		02:29:06	Craig Bartlett, Bournemouth

Banjo-Kazooie

SPIRAL MOUNTAIN		0:09:16	Jan-Erik Spangberg, Sweden
0:02:01	Jon Burrows, Queensland	0:11:36	Niall Hickey, County Waterford
0:02:25	Niall Hickey, County Waterford	0:12:21	Jan-Erik Spangberg, Sweden
0:02:44	Darren Harris, Birmingham	CLICK CLOCK WOOD	
0:02:58	Michael Ilioski, Australia	0:20:52	Jon Burrows, Queensland
0:03:31	Christopher Ilioski, Australia	0:32:25	Jan-Erik Spangberg, Sweden
MUMBO'S MOUNTAIN		0:42:05	Niall Hickey, County Waterford
0:04:44	Jon Burrows, Queensland	0:43:46	Kevin Seeney, Bury St Edmunds
0:05:28	Kevin Seeney, Bury St Edmunds	RUSTY BUCKET BAY	
0:06:30	Danny Dunn, New Leake	0:12:18	Jon Burrows, Queensland
0:06:40	Jan-Erik Spangberg, Sweden	0:13:30	Kevin Seeney, Bury St Edmunds
0:08:17	Niall Hickey, County Waterford	0:16:14	Jan-Erik Spangberg, Sweden
TREASURE TROVE COVE		0:16:47	Niall Hickey, County Waterford
0:08:29	Jon Burrows, Queensland	0:28:38	Ingvar Gunnarsson, Iceland
0:10:50	Jan-Erik Spangberg, Sweden	FREEZEZY PEAK	
0:11:06	Richard Dunn, Boston	0:13:19	Jon Burrows, Queensland
0:12:01	Niall Hickey, County Waterford	0:13:34	Kevin Seeney, Bury St Edmunds
0:12:03	Darren Harris, Birmingham	0:15:25	Jan-Erik Spangberg, Sweden
MAD MONSTER MANSION		0:19:40	Richard Dunn, Boston
0:10:45	Jon Burrows, Queensland	0:19:42	Darren Harris, Birmingham
0:14:15	Jan-Erik Spangberg, Sweden	Gobi's Valley	
0:15:48	Kevin Seeney, Bury St Edmunds	0:11:25	Jon Burrows, Queensland
0:18:16	Niall Hickey, County Waterford	0:12:44	Jan-Erik Spangberg, Sweden
0:26:09	Ingvar Gunnarsson, Iceland	0:14:44	Kevin Seeney, Bury St Edmunds
BUBBLELOOP SWAMP		0:15:58	Jan-Erik Spangberg, Sweden
0:14:07	Jon Burrows, Queensland	0:16:44	Niall Hickey, County Waterford
0:15:02	Kevin Seeney, Bury St Edmunds	100 JIGGIES, 900 NOTES	
0:15:19	Jan-Erik Spangberg, Sweden	2:46:17	Kevin Seeney, Bury St Edmunds
0:18:07	Niall Hickey, County Waterford	2:53:54	Jan-Erik Spangberg, Sweden
0:19:26	Darren Harris, Birmingham	3:38:52	Mark Nicol, Western Australia
CLANKER'S CAVERN		4:46:00	Ingvar Gunnarsson, Iceland
0:08:31	Jon Burrows, Queensland	GRUNTILDA'S LAIR	
0:08:47	Kevin Seeney, Bury St Edmunds	0:46:46	Michael Ilioski, Victoria

Kena: Warrior Princess

MODE	TIME	
Mortal	03:47sec,	Julian Scott, Newry
Hero	03:46sec,	Julian Scott, Newry
God	13:59sec,	Julian Scott, Newry

Turok Training

2:12	Michael Williams, Exeter
2:17	Mikhael Farrelly, Zimbabwe
2:20	Richard Dunn, New Leake
2:23	Fiaz Farrelly, Zimbabwe
2:33	Ben Webster, Millbridge

Micro Machines

THE MAIN COURSE

00:11:00 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND BURN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:09 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:7:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:44 Karl Jobst, Australia
00:45 Arif Mollah, Rochdale
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
03:58 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

THE JADE MOON

01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:30 Karl Jobst, Australia

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
03:42 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

02:24 Richard Dunn, New Leake
02:24 Jan-Erik Spangberg, Sweden
02:24 Karl Jobst, Australia
02:29 Jon Burrows, Queensland
03:34 John Brennan, Bicester

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
08:52 Karl Jobst, Australia

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
04:57 Karl Jobst, Australia
05:02 Jon Burrows, Queensland
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:25 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:45 Karl Jobst, Australia

MOFF SEERDON'S REVENGE

02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:27 Karl Jobst, Australia
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:53 Karl Jobst, Australia
01:56 Jan-Erik Spangberg, Sweden
01:58 Arif Mollah, Rochdale

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Scorezone Challenge!

Bit of a tricky one for you this issue. We reckon that 00-Agent mode in EA's *The World Is Not Enough* is by far one of the most challenging tasks on the N64 so far, so we'd like to see proof of you lot completing the game – every level – on that difficulty setting. As this is a bit of a toughy, we might even think up a special prize...

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

64 SOLUTIONS CHEATS HOTLINE

0906 4664493

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z. However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this...

The 64 Solutions Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

Open 8am to 11pm.

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

Complete Money Back Guarantee

If you aren't totally satisfied with the solution given to you by our hotline staff, then immediately fax us your complaint on 0153 755930 to get a full refund – because if you ain't happy, we ain't happy!



A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.*

AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

- J-Arm**
Gives extra turbos
- Ika-Chu**
gives double jumps
- Father**
gives longer air time
- J-B**
press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

Hidden Cars

Bugatti EB110
Finish championship mode on novice

Ferrari F50

Finish championship mode on expert

Ferrari Testarossa

Finish the basic arcade mode on expert

Porsche 959

Finish the basic arcade mode on expert

Vector

Finish the pro arcade mode on novice

Dodge Viper

Finish the pro arcade mode on expert

ARMORINES: PROJECT SWARM

CHEAT CODES

Enter the following codes on the cheats screen for the resulting effects.

- Goldenpie**
unlocks all cheats
- Skippy**
accesses all levels
- Godly**
reveals God mode
- Loaded**
unlocks all weapons
- Sorted**
gives you infinite ammunition

Pen and Ink mode

To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.

Fast Running

To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES

Enter any of the following codes at the password screen.

- | | |
|-----------------|------------------------|
| ALCHR | All Multiplayers: |
| VRCLN | All Weapons: |
| NSRLS | Weird Colours: |
| CLRSMN | Invincibility: |
| MMRTL | Invisibility: |
| DNLVSKSF | Giant Mode: |
| IVNLRG | Infinite Continues: |
| CNTN | Full Ammo: |
| MMLVSRM | Level Select: |
| DNSTHMN | Mini Mode: |
| DRVLLVSM | Debug Info: |
| PLYHVR | Play as Hoover: |
| GRNGRLRX | Play as Vikki: |
| TNSLDRS | Play as a Tin Soldier: |

ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform Level

- 2 (Bridge)
- 3 (Fridge)
- 4 (Freezer)
- 5 (Inside Wall)
- 6 (GraveYard)
- 7 (Castle)
- 8 (Tan Base)
- 9 (Revenge)
- 10 (Desk)
- 11 (Bed)
- 12 (Blue Town)
- 13 (Cashier)
- 14 (Train)
- 15 (Rockets)
- 16 (Pool Table)
- 17 (PinBall Table)

TNMN Passwords

- FLNGDOWN**
- GTLML**
- CHLLBB**
- CLSNNGN**
- DGTHS**
- FRNKNSTN**
- BDBZ**
- LBBCK**
- DSKJB**
- GTSLP**
- SMLLVLL**
- CHRG**
- NTBRT**
- RDGLR**
- FSTNLS**
- WHSWZRD**

AEROFIGHTERS ASSAULT

Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane

On the opening title screen enter the following code:
C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS

On the title screen enter R, A, Z, R, C Right, A, B to enable the credits option.

Alien Team and Stadium

On the 'enter cheats' screen, enter the code: **ATEMYBUIK**

Beachball Baseball

On the 'enter cheats' screen, enter the code: **BBNSTRDS**

Big Everything

On the 'enter cheats' screen, enter the code: **GOTHELIUM**

Broken Bats

On the 'enter cheats' screen, enter the code: **BRKNBAT**

Fat or Skinny Players

On the 'enter cheats' screen, enter

the code: ABBTNCSTLO

Fireball

On the 'enter cheats' screen, enter the code: **GRTBLSFDST**

Paper Players

On the 'enter cheats' screen, enter the code: **PRPPAPLYR**

BUCK BUMBLE

All weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:

Slider Race

(Available on the options screen.)

Gossick World

Collect all 24 of the other Dimension Bombs for access.

Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt

Finish Gossick World to get a third play mode on the options screen.

BODY HARVEST

For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

Weapon Power Up

A, Right, C Down, C Right, C Up, A, Left.

Serious Firepower

C Down, C Up, Up, Z, Z, Left, C Right.

Surreal Graphics

C Down, Up, Right, Right, C Right, A, Left.

Smart Bomb

A, C Up, C Up, Up, Left.

Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

Kill Adam

B, Left, C Right, C Right, Down.

Create Mutant

C Down, Up, Z, Z, C Right, Right.

Black Adam

C Left, C Right, A, C Down, C Right, Left.

All Artifacts

Up, C Down, C Right, Z, Up, Left.

Tall Adam

B, A, C Up, A, C Up, A.

Short Adam

Down, C Left, A, Right, Z.

Fat Aliens

Left, A, Right, Down.

Weak Boss

Z, C Right, C Right, B, Left, C Right.

Dancer

Down, Up, C Up, Down, C Right, C Right.

BATTLETANX

All Gangs In Campaign Mode

Enter LTSLTSGNGS as a password

Storm Ravens Gang

Enter WMNRSMRTR for the all-women Storm Ravens Game

MSTSRVV

Invincibility

LVFRVR

Infinite Lives

PLVRZM

All Weapons

LTSFBLTS

Infinite Ammo

CRSTCLLR

Invisibility

FRGZ

Frog Mode

TDZ

Toad Gang

CDPLT

Run Story Mode

CNCTHRTM

Psychedelic View

HVRL

Spinning View

Suicide

Hold Down all the C buttons together



* While every possible effort has been made to ensure that the information contained in the A-Z of Cheats section is accurate, unfortunately due to the dynamic nature of games software, we cannot guarantee that hints, tips, cheats or playing solutions will work on all versions of a particular game.

**BATTLETANX:
GLOBAL ASSAULT****Custom Gangs**

To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu

Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

Cheat Codes

On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR

Unlock all weapons

WRDRB

Boat Assault Bonus Level

NNKNHCKS

Unlock Brandon's Gang

TRDDYBRRRKS

Unlock Custom Gang

HPYPHPY

Invincibility

8oDYS

Access all levels

Special Power Ups

Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLGNB	Brandon
NSTYGR	Cassandra
BCKDR	Level Select
THRTN	Unlock All Tanx
SRTHMB	Unlock All Weapons:

BIO FREAKS**ONE HIT FATALITIES****Minatek**

Move in and press:

Towards, Away, C left + C Down

Zipperhead

Towards, Away, Away + C Right

The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Ssapo

Move in close and press:

Towards, Away, Away + C Up + C Right

Psychlown

Move in close and press:

Towards, Away, Away + C Left + C Down

Sabotage

Towards, Away, Away + C Up

First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

Bullzeye

Move in close and press:

Towards, Away, Away + C Up

Delta

Move in close and press:

Towards, Away, Away + C Down

Purge

Away, Towards, Towards + C Up + C

Right**Taunt**

To taunt your opponent hold:

C Left and C Right

First Person Perspective

During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

**CHARLIE BLAST'S
TERRITORY**

Enter the following passwords to

be warped to that level

(H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS**Desert stash**

4S, 5H, 10C, QC, QC

The Gauntlet

4C, 5H, 10C, 9C, 4C

Blockout

AC, 7D, 6H, 6S, 2H

Danger Pass

6H, 2H, AS, 5H, 8H

Switchback

9D, 10D, JD, JH, QH

Gather TNT

9D, 10H, 10H, 7D, 5H

X marks the spot

AC, 7D, 8D, 5C, 8H

It's about time

6D, 4H, 9H, 6H, QC

Tres Amigos

7D, 10H, AH, 9S, 6H

ALPINE ISLANDS**It's a bomb**

7D, 4S, 9D, 7H, QH

Think fast

6D, 4D, 9C, 8C, 4C

Chain reaction

5S, 9S, JH, 6C, 4C

Switchbacks

2H, 3D, 9D, 3D, 2C

Big bang

4C, 5H, QS, 4C, 8C

Long haul

6D, JS, 2H, AD, 6H

Run like crazy

6H, 2H, QC, 7S, 3H

Tix-Tacs-oh No!

6C, KH, 10H, AC, 3S

Bouncing Charlie

2H, 3D, 7H, 6C, 10D

Double Bounce

6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS**Hot Spots**

AC, JS, 3C, 7H, 9H

Oil Slick

9H, 6C, 2H, 6S, 2S

Bumpers

2H, 3D, 7C, QD, 8D

Conveyor Belts

AC, 7D, 6S, JC, 4H

First in, Last Out

AC, JC, 3D, JH, KH

Turnaround

4C, 6H, 8C, QS, AD

S. Dakota Switch

2H, 4D, 6D, 4C, 6C

Double Cross

5S, 9S, 10S, QS, 9C

Decathlon

D, 4C, 8H, AC, 10C

Moving Ground

9C, AH, JH, 8D, AS

SWAMP ISLANDS**Breakaway**

2H, 6S, 8D, 7H, 7D

remote Control

5S, 9S, JS, 10D, 4C

Trampoline Act

AC, JC, 3D, JC, 7H

Runaround

2S, 6S, JH, 4H, KC

Take it with you

5D, 9H, 2D, 5H, KD

Twin Cities

AC, 6S, 8S, 2C, JS

Crossover

AS, 5D, 3S, JH, AS

Cornered

9D, QD, 4C, 5C, 3H

Peninsula

9H, QH, 5S, JD, AH

Chip Shop

5S, 9C, QS, 7C, 3C

COMMAND & CONQUER**Save those pennies**

If you find yourself short on cash, try these tips to stretch your funds: To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself \$500. If you need more power, forget building an advanced power plant and build two normal power plants instead. You'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200

Open All Missions

On the "Press Start" screen quickly press B, A, R, A, C Right, Up and Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable!

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as TT

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two-player adventure mode will be activated.



DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF

No bananas on track

BYEBEBALLOONS

No balloons (ie: weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANA

Bananas reduce speed instead of boosting it

BODYARMOR

All balloons are yellow shield balloons

ROCKETFUEL

All balloons are blue boost balloons

BOMBSAWAY

All balloons are red rocket balloons

OPPOSITESATTRACT

All balloons are magnetic rainbow balloons

TOXICOFFENDER

All balloons are green drop behind balloons

ARNOLD

Larger characters

TEENYWEENIES

Smaller characters

OFFROAD

Four wheel drive for more speed on rough terrain

BLABBERMOUTH

Instead of a horn, the characters will babble incoherently

JUKEBOX

Music menu

WHODIDTHIS

View credits without completing the game

DESTRUCTION

DERBY 64

Turbo start

Straight after the announcer says "set" press and hold down the A button.

Unlock Extra Cars

In world championship mode:

Taxi Cab

Complete the first circuit.

Pick Up Truck

Complete the second circuit with the taxi

Ambulance

Complete the Legend circuit with the pick up.

Ragtop

Beat Seascape Ridge time trial challenge with Baja.

Blue Demon

Beat Seascape Sprint time trial challenge with Ragtop.

Hatchback

Beat Terminal Impact time trial challenge with Ragtop.

Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

Woody Wagon

Beat Bayou Run time trial challenge with Ragtop.

Police Car

Beat Midnight Rumble time trial challenge with Ragtop.

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press: R, C, Right, R, L, R, R, Left

No Monsters

Enable cheat menu, press: L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action

mode (which makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DOOM 64

?7JL BDFW BFGV JVV B

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the cheat menu and enter one of the following codes for the desired effect:

YADAYADA Mirror mode

MIDNIGHT Night mode

TRICKSTER All stunts

PATWELLS Beat This! mode

PINHEAD Small Head Mode

BLAHBLAH Big Head Mode

SHOWOFF Stunt Mode

INVISRIDER No Riders on Bikes

Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through all the stunts!

Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password

On password screen enter 8:GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen: nitroid

Rock Race Mode

Enter on Name selection screen: roller

Extreme Speed

Enter on name selection screen: xtreme

Fisheye lens

On name selection screen: fisheye

Upside down Mode

On name selection screen: antigrav

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

Hidden Werewolf

Select Pierre as your character then mid fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

Unlock Ushi

To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down,

L and Left, L and R and C Right.

All Guns

L and R and Down, L and C Left, L and C Right, L and R and C Left, L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

Cheat Menu Codes:

enter on the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and



Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility

L and R and C Up, R and C Left, L and Left, R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

Runway

L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, R and Right, L and Down, R and C Left.

Surface 1

R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L and U, R and C Down, L and Right, L and C Right, L and R and Down.

Bunker 1

L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

Silo

L and Up, R and C Down, L and Left and Down, L and C Left, L and R and C Right, L and C Up, R and Right, R and Right, R and C Right.

Frigate

R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, R and Up, L and R and C Down, R and Up.

Surface 2

L and C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, L and C Up, L and R and Down, L and C Right.

Bunker 2

L and Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

Statue

L and R and C Down, L and R and C Down, L and Right, L and R and Left, R and Left, R and C Right, L and R and Left, R and C Up, R and C Down, R and Right.

Archives

R and Left, L and R and Up, L and R and C Down, R and Left, L and R

and C Right, L and Left, L and R and Right, L and R and C Down, L and Up, R and C Down.

Streets

L and R and C Left, L and C Right, L and Up, L and R and C Down, R and C Right, R and C Down, R and Left, R and C Down, R and C Up, L and Down.

Depot

L and Down, L and Down, R and C Down, L and C Right, L and R and Right, R and C Right, L and Down, L and C Left, L and C Right, L and Up.

Train

R and Left, R and C Down, R and C Right, L and R and Left, L and Right, R and C Down, L and Left, L and R and C Left, L and Up, L and C Up.

Jungle

R and C Down, R and Left, L and R and Up, R and Right, R and Down, R and Down, R and Up, R and C Left, R and C Up, L and R and Left.

Control Centre

L and C Down, R and Down, L and Right, R and C right, R and C Down, R and Left, R and Left, R and C Up, R and Left, L and R and C Up.

Caverns

L and Down, R and C Down, L and R and Up, L and Right, R and C Up, R and C Left, R and Up, L and C Left, L and Up, R and C Left.

Cradle

L and R and C Up, L and Left, R and Down, L and Down, L and C Up, L and Down, R and Right, R and C Up, L and C Left, R and Right.

Cheat Menu codes:

enter on the cheat menu screen:

Paintball Mode

L and Up, C Up, R and Right, L and R and C Left, L and Up, R and C Down, L and C Down, L and R and C Down, L and R and Up, L and C Down

Invisible Bond

L and R and C Left, L and R and C Down, L and C Left, R and C Left R and Right, L and R and Left, L and Right, Left, L and R and C Left, L and Down.

Tiny Bond

L and R and Down, R and Down, L and C Down, Left, R and C Left, L and R and C Down, Right, Down, R and C Down, R and Right.

Enemy Rockets

L and R and C Down, C Left, R and C Down, C Down, LK and R and C Down, L and R and UpC Down, R and Up, L and Up.

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and

Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

L and Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

INTERNATIONAL SUPERSTAR SOCCER '98

Make sure you stay on the ball in the prequel to *ISS 2000*, with these cheats.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down,



Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to outpace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

MACE: THE DARK AGE

To play Two Player Practice Mode

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete

on their home stage and then select the character you want to fight and begin.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want.

Fight as Pojo The Chicken

Successfully perform Taria's execution. The begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Kios Long and press Quick to play as a janitor.

Head Swap

On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers.

On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head

Ragnar, Al Rashid, Takeshi Random Opponent Hell Knight, Xiao Long, Dregan, Namira

Tiny Players

Takeshi, Al Rashid, Rangar, Xiao Long

Speed Mode

Ichiro, Xiao Long, Koyasha

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times

before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi

San Francisco Rush

Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long

Koyasha, Executioner, Lord Demios, Xiao, Long

Machu Pichu

Namira, Koyasha, Taria

MORTAL KOMBAT TRILOGY

Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Kameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleon!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freplay' will appear in the remaining Kredits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus G alaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue ?

Menus

During the story screen press HK, LK, Run, LP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled

110 110	Maximum damage and disabled throws
111 111	Free weapon
123 123	No Power
222 222	Random weapons
321 321	Big head mode
333 333	Random kombat
444 444	Armed & dangerous
555 555	Many weapons
666 666	Silent kombat

MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down

Slow CPU cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down-Quit race and win (doesn't work in time trial). Hold Z and press Up, Down, Left and Right-Change camera angle. Hold Z and press L or R-Change camera zoom Hold Z and press C Left-Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better." (all entered on mission select screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Turbo Mode

C Up, Z, C Up, Z, C Up

Kid Mode

C Down, C Up, R, C Left, Z

9MM Pistol

R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left



MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board. when the scores are added up, you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car derby 2" on mini game island. You can play Bumper Ball Maze 1 in the mini game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third course.

BOWSER'S MAGMA Mountain Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items In shop

Complete the Eternal Star stage and after the end sequence will appear special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Sunny

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny.

Harry

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once you've got Mario.
Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:

oEQ561G2

Camp Hyrule Cup 1

5VW689O6

Camp Hyrule Cup 2

KPXWN9N3

Nintendo Power Tournament

FJQ49LJA

Nintendo Power Summer Scramble

Faster Animation

To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distractions Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Metal Mario

Get 108 birdie badges in tournament mode

Sonny

Beat him in 'Get Character' mode

Maple

Get 50 birdie badges in tournament mode

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.

Player Inspection

On the player creation screen, you can view your player by pressing C

Up, C Down, C Left, C Right.

Remove Opposing Goalie

Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you're controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

NUCLEAR STRIKE

If the guide isn't enough to help you save the world, you could always try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL

Increased armour

CPPLM

Invincibility

OFF ROAD CHALLENGE

Four extra trucks

(All cheats are accessed on vehicle selection screen)

Punisher Truck

Tap C Down

4x4 Monster Truck

Tap C Up

Thunderbolt Truck

Tap C Left

Crusher Truck

Tap C Right

El Cajon Track

To play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight the MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

Quick Start

To get a boost at the start of the race hit the gas as the announcer says "Go!"

OGRE BATTLE 64

Music test

Start a new game and enter the case-sensitive name MUSIC_ON.

Delete saved game files

Start a new game and enter the case-sensitive name DEL_DATA.



PERFECT DARK!

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P90.

POKÉMON PUZZLE LEAGUE

Badges

To collect the following badges you must defeat the following characters:

Brock
Boulder Badge

Misty
Cascade Badge
Lt. Surge
Thunder Badge

Koga
Sould Badge

Erika
Rainbow Badge

Sabrina
Marsh Badge

Blaine
Volcano Badge

Giovanni
Earth Badge

Medals

Defeat these characters to collect the Elite medals.

Ritchie
Lorelei
Bruno

Very Hard (V-Hard) Difficulty Setting

Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting

To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo

If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon

On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers

Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those

trainers marked by a ? will be revealed.

Jigglypuff

To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

Trainers and Their Pokemon!

Ash
Pikachu
Squirtle
Bulbasaur

Gary
Nidoran
Growlithe
Krabby

Brock
Geodude
Vulpix
Zubat

Misty
Horsea
Psyduck
Staryu

Lt. Surge
Raichu
Jolteon
Magnetron

Erika
Tangalo
Weepinbell
Gloom

Koga
Venomoth
Voltorb
Golbat

Sabrina
Abro
Hypno
Alakazam

Team Rocket
Weezing
Arbok
Golbat

Giovanni
Persian
Sandlash
Nidoking

Ritchie
Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Lorelei
Cloyster
Poliwhirl
Dewgong

Bruno
Onix
Hitmonchan
Primeape

Tracey
Marill
Venomant
Scyther

Blaine
Arcanine
Charmeleon
Magamar

PUYO PUYO SUN 64

Elephant Mode

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three seconds.

Play as Carbuncle

On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode

This cheat gives you access to level warp, weapons and God mode. On the password screen type:
QQQQ QQQQ QQQQ QQQQ. You will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS

Central Complex
6JBB NVJB BSBX XBF5
Intelligence Centre
1KLS ?VDH B8BT FLXM
Communication Centre
ZKLT QN7G 90B? YCH6
Orbital Defence
VK3K 1MBG T8B7 DCBK
Docking station
WK3C CW3B 99BB XBGH
Strogg Fighter
TK7F BDGT FCJP YF6G
Cargo Bay
ST6T 7MXR 9V10 JVR9
Zaxite Mines
R78R DPDL 6HJX 9VG6
Storage Facility
Q87H GNYC PF1L ?BPC
Organic Storage
P64Y Q6RS T73K ?LW8
Processing Centre
N4R3 7T82 VWQW ZG7V
Geothermal Station
MGO4 9QMG Y40V LQKY
Detention Centre
L689 QR4B 70VB JMGM
Research Lab
K67Y X766 T6ZK 994R
Bio Waste Treatment
J674 7SLM YR72 QDSB
Access conduits
H67W 39XL P4Z1 7XBC
Decent to the core
G46V MQZ2 V6FK NK9W
Comman Core
F46V RQZ2 VYSH SK7N
Secret Level: Twist
FBBC VBBB FBBC VBF7
MULTILEVEL PASSWORDS

Change Level Colours

S3TC 00LC 0LoR S???

Infinite Ammunition

S3TL NF1N 1T3S HOTS

Low Gravity

S3TL 0WRG V1TY

RAKUGA KIDS

Alternate costume

Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz

Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness

Accumulate a totla of more than five hours gameplay.

RAINBOW SIX

Recruit Passwords

Level 2 12D1S2Q22MQQ
Level 3 BJDBC3Q22WQQ
Level 4 BZDBSMQZZ1QQ
Level 5 CJTCCQ22FGSQ
Level 6 K2TK65Q2F4SQ
Level 7 T2TT68QGF1WQ
Level 8 5JR5L1QGGGSQ
Level 9 52T572Q4G4SQ
Level 10 VJVVLQGGWSQ
Level 12 VZRFTMQ2G8SQ

VETERAN PASSWORDS

Level 2 1ZL1S2RF2MQQ
Level 3 BJJBC3RF25QQ
Level 4 BZJBSMR28RQ
Level 5 CZBCS5RFFMRQ
Level 6 DJBDCYRF5RQ
Level 8 LZBDS8R2F8RQ
Level 9 MJB2D1R2D2RQ
Level 10 2ZB2T2R2GMQQ
Level 11 FJJFD3R2G5RQ
Level 12 FZJFTMR2G8RQ

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or – far more easily – enter B, A, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen.

Following passwords start game with 110 lives
Easy Level: BSBBBBTJBB

Normal Level: BCBBLBTJBB

Insane Level: BFBBBCTJBB

Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up

During the game: Left, Left, Right, Right, C Up

Shield

During the game: Down, Left, C Left, C Right

Flame Thrower

During the game: Down, Right, Down, Right, C Right

Gas Gun

During the game: Up, Down, C Right, C Left

Four Way Fire

During the game: Down, Down Up, C Right

Three Way Fire

During the game: Right, Right, C Left, C Down

50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password to get the end.

LEVEL PASSWORDS

90: CSSRQQHLRH
98: DGQDQQLLHJ
99: DNKFQGLLJJ
100: DDJGQGLLJJ
101: DLRHQQLDLJ
102: DBBJQLDLNS
103: DMNJQGLFLPS
104: DNTJQLCLQJ
105: DGBKQLCLQJ

READY 2 RUMBLE BOXING

Unlock classes and boxers
Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE

Bronze class

SILVER

Silver class

GOLD

Gold Class

CHAMP

Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left



followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry

During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

ROAD RASH 64

Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitation

Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort

C Up, C Up, C Up, C Up.

Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C Down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times.

Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Gravity

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One

Collecting nine keys on any tracks get you a very fast new car!

Prototype Car

Collect all 12 keys from any track.

Rocket car and Midway track

Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster

Find all four Mountain Dew cans on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up Switch control directions Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu

Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreck

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RAMPAGE

Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which

they move. it won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph	Cats
Lizzie	Birds
George	Dogs

HIDDEN CITIES

On the next city screen tap the following buttons

Ralph	Kick
Lizzie	Punch
George	Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NoT3T	Opens all characters
BVGGY	Opens cheat menu in options
B1G4L	Play as mystery alien
SM14N	Play as George
S4VRS	Play as Lizzy
LVPVS	Play as Ralph
SRY3D	Play as Nubus

RESIDENT EVIL 2

Cheat Codes

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

RUGRATS

TREASURE HUNT

Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANCISCO RUSH 2049

Cheat Menu

Go to main menu and highlight the options selection. Before you select it hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!



Extra Tracks

Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come in in the top 3 positions on the Extreme Circuit.

Disco Track

Get 100,000 points in stunt mode

Oasis Track

Get 250,000 points in stunt mode

Warehouse Track

Get 500,000 points in stunt mode

Obstacle Course

Get 1,000,000 points in stunt mode

Battle Arenas**Downtown**

Get 100 kills in battle mode

Plaza

Get 250 kills

Roadkill

Get 500 kills

Factory

Get 1000 kills

Extra Cars**Venom Car**

Collect all silver coins in stunt mode

Crusher Car

Collect 16 gold coins

Euro LX Car

Collect 24 gold coins

GX-2 Car

Collect half of the gold coins in race mode

Mini XS Car

Collect 36 gold coins

Panther Car

Collect all gold and silver coins in both race and stunt mode.

Turbo Start

For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, your car should get off to a flying start!

Circuit / Race**Beginner 4****Password**

WX17QQ6FDC
XBDWCLCTYC

Beginner 5

BY17QQBHC
YBFLD@CJFD

Beginner 6

WY17QQLJ8C
WJWDGD6%C

Beginner 7

B117QQWK%C
BMLFLD@MD

Beginner 8

W117QQ6LLD
XNWFWDQ2D

Intermediate 2

XB@#T3LCGB
FWB6C2B42C

Intermediate 3

C@#T36WDLB
LBCWFBCQ3C

Intermediate 4

XC@#T36FNB
VBD6GQC%2C

Intermediate 5

CD@#T3BHQB
YBFBJLDW9C

Intermediate 6

XD@#T3LJTB
BG6K2DWQD

Intermediate 7

F@#T3WKWB
WJWL@DYMD

Intermediate 8

XF@#T36L2B
HCK6MLF6LD

Intermediate 9

CG@#T3BN4B
XLWP@FW#D

Intermediate 10

XG@#T3LP6B
MCPLRLGQVD

Extreme 2

WBBBWMCDDB
KWDWBQBN2B

Extreme 3

FXBBBYDJB
TBH6B6BTFC

Extreme 4

IXBBB8FLB
IWLLCGCBDC

Extreme 5

FYBBBDHQB
8BMBD6CGIC

Extreme 6

IYBBBNJTB
WQ6DBD4WC

Extreme 7

FIBBBWYKWB
CCWBGQDYFC

Extreme 8

IIBBBW8L4B
JXILG2DNVC

Extreme 9

F2BBBWDN6B
MC56GLFQXC

Extreme 10

I2BBBWN@B
X8BH@FWDD

Extreme 11

F3BBBWWYBC
RC%LJLJFD

Extreme 12

I3BBB8RDC
XCXKWLDD

Extreme 13

F4BBBWDVJC
5CD7L@GTCD

Extreme 14

4BBBWNWNC
XHXMBHG#C

Extreme 15

F5BBBWWYXC
?CM7M2HLTD

Extreme 16

I5BBB8YYC
GYMXNWJBFD

Extreme 17

F6BBBWD24C
HDMRPGK63C

Extreme 18

I6BBBWN3@C
NYW7PLKYWC

Extreme 19

F7BBBWW4BD
VDYQCLNGC

Extreme 20

I7BBB8W5JD
XY3MQ6LN3C

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

SCARS

Enter these codes on the option menu

LGSSSX Crystal cup

CRKKYY Diamond cup

DZPKKK Zenith cup

PXPRTS Master mode, compete with all hidden cars

SDSSRT Scorpion car

TRTTLL Cobra car

NRNNRR Cheetah car
YMSSTR Panther car

WLLVDD All codes
On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

STARCRAFT 64

Some brand new cheats to help keep your head above the stars - may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game:
All research

1080° SNOWBOARDING**Dragon Cave**

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob,

hold C Right and press A on his statistics screen.

Deadly Fall

Select deathmatch, and finish all courses in expert mode.

SUPERCROSS 2000**Freestyle Trick List**

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander
Up

No Footer
Down

Nac Nac
Left

Pancake Whip
Right

Rear fender grab
Up, Down

Vertical fender grab
Down, Up

Slide heel click
Right, Left

Banzai
Left, Right

Superman
Left, Down, Right

Bar Hop
Up, Left, Up

Saran wrap
Up, Right, Down

Cliffhanger
Right, Down, Left

Heel click
Down, Left, Up

Nothing
Right, Up, Left

Cordove
Left, Up, Right

Can Can
Down, Right, Up

Superman fender grab
Up, Left, Down

No riders
when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible.

Sheep racing
Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHERS**Change costumes**

Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom
Complete the game with all eight characters

Play as Captain Falcon
Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi
Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff
Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness
Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SOUTH PARK

FUNCTION CODE
All cheats BOBBYBIRD

LEVEL SELECT THEEARTHMOVED

Invincibility ASSMAN

All weapons FATKNACKER

Unlimited ammo FATTERKNACKER

Skinny mode VEGGIEHEAVEN

Big head mode MEGANOOGIN

Pen & ink mode PLANEARIUM

View credits SCREWYOUUGUYS

All characters OMGTKKYB

Officer Barbrady ELVISLIVES

Mr Mackey CHEATINGISBAD

Philip PHAERT

Terrence RAFT

Mr Garrison DOROTHYSFRIEND

Chef LOVEMACHINE

Wendy CHECKATACO

Pip FISHNCHIPS

Ike KICKME

Mrs Cartman ALLWOMAN

Mephisto GOODSCIENCE

Jimbo STARINGFROG

Ned HAWKING

Big gay AIOUTRAGE

Alien MAJESTIC

Starvin Marvin SLAPUPMEAL



SOUTH PARK RALLY

Hidden Characters
Complete these tasks

Mr Garrison
Finish Rally Days 2 race

Mr Mackey
Finish Spring Cleaning race

Big Gay Al
Finish Pink Lemonade race

Mephesto
Finish 4th July race

Grandpa
Finish Halloween race

Jesus
Finish Christmas race

Satan
Finish New Years Day race

Ned
Finish 4th July race with Kyle

Damien
Finish Halloween race with Kenny

Visitor
Collect two pot pies in Memorial Day race

Ike
Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip
Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control
Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode
RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu
RRDEBUG to access the debug option.

Invincibility
RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga
RRCYYUN

Turbo Start
As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids
RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso
RRJINNRE

Taunt Your Opponent
Hold Z as you press A to start the race.

Open All Cheats
Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code

RRTANGENTABACUS before selecting End with the L button. Start any race, pause the game and press Up, Left, Down, Right on the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

**STAR WARS
ROGUE SQUADRON**

Fly the Tie Interceptor
Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password. Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level
Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

Death Star Trench
Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth
Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS
Infinite lives
IGIVEUP

View Credits
CREDITS

Alternate Radar
RADAR

Control AT-ST
CHICKEN

More A-Wings
ACE

View Movies

DIRECTOR
Millennium Falcon
FARMBOY

Music Test
MAESTRO

All power ups
TOUGHGUY

Open all levels
DEADDACK

Bearded man on screen
HARDROCK

Change V-Wing into Flying Cadillac
KOELSCH

**SHADOWS OF THE
EMPIRE**

For these cheats to work the game has to be on medium level. Start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence
End your name as _Credits

Play as Wampa
On the "Escape from Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT
In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper
Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter
This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu
This code grants you access to a multitude of menu options.
1. As usual use a game with the player's name as _Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.



3. Hold down all the C buttons, Z, L, R and the D-pad Left

4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.

5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.

6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6,

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

THE WORLD IS NOT ENOUGH

EXTRA MODES Golden Gun Mode

To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty.

To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid off any enemies! If you shoot it with a high-powered gun the extinguisher actually explodes!

EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

Air Raid Level: Complete the Masquerade level on "Agent" difficulty in under 3:15.

Castle Level: Complete the Subway level on "Agent" difficulty in under 2:15secs.

Sky Rail Level: Complete the Cold Reception level on "Secret Agent" difficulty in under 3:15.

Team King Of The Hill Level: Complete the King's Ransom level on "Agent" difficulty in under 2:20.

SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

Classic Skins: Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddjob, and Jaws.

Contemporary Skins: Complete the game under the "Agent" difficulty setting to unlock Alec Trevelyan, Wai Lin, Max Zorin, May Day, and Christmas Jones.

Suit Skins: Complete the Curious level on "Secret Agent" difficulty in under 2:00.

Civilian Skins: Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

Covert Skins: Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

Soldier Skins: Complete the Midnight Departure level on "Agent" difficulty in under 3:05.

Scientist Skins: Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON & CAR

2 Type CE
(Toyota Celica) & Type IP
(Isuzu P)

3 Type M3
(BMW M3) & Type SP
(Toyota Supra)

4 Type NS
(Nissan Skyline) & Type RS
(Ford RS 200)

5 Type Ps
(Porsche 959)
Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where

championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2

Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4

2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TUROC

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

Gives Everything

NTHTGTHDGD CRTDTRK

Show enemies

NSTHMDNT

Quake Mode

CLLTHNTMTN

Vivid colours

LLTHCLRSFTHRNB

Tiny enemies

ZDNCHN

Pen and Ink mode

DLKTCT

Disco mode

SNFRR

Gallery mode

THBST

All weapons

CMGTSMGGTS

Infinite Ammo

BLTSTRFRND

Unlimited lives

FRTHSTHTRLSCK

Spirit mode

THSSLKSL

Credits

FDTHMGS

Robin Mode

RBNSMTH

Fly mode

LKMBRD



TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode UBERNOODLE

Stick Mode HOLASTICKBOY

Tiny Mode PIPSQUEAK

Zach's Cheat AAHG00

Pen and Ink IGOTABFA

Gouraud mode WHATSATEXUREMAP

Blackout mode LIGHTSOUT

Juan's Cheat HEERESJUAN

Ultimate Code BEWAREOBLIVIONISATHAND

TWISTED EDGE: EXTREME SNOWBOARDING

Hidden boarders

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards

Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode

Beat the game on the first three difficulty levels.

Twisted Mode

Beat the game in master mode.

Mirror mode

Beat the game in twisted mode. Boss Snowboard and Bob Come first overall in the mirror course

Hidden G character

First stunt challenge mode with more than 28,000 points and get a first place rating

Quick Start

Press up twice right after the word go vanishes.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game

Enter the name LINES.

Access all Levels

Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music

Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits

Enter CREDITS

VIGILANTE 8

Enter all codes as passwords

All cars

GANGS_UNLOCKED

Y the alien

GIMMIE_DA_ALIEN

Same vehicles in

multiplayer
MIX_MATCH_CARS

Missile Power up

MISSILE_ATTACK

Invincibility

LIVE_FOREVER

Quick Firing weapons

FIRE_NO_LIMITS

Low Gravity

A_MOON_GETAWAY

Slow motion mode

GO_REALLY_SLOW

Expert mode

I_AM_TOUGH_GUY

Level Select

LEVEL_SHORTCUT

View end sequences

LONG_SLIDESHOW

Ultra high resolution mode

MAX_RESOLUTION

THE NEW TETRIS

CRAZY MODE

Enter your name on the one player name entry screen as 2fast4u.

V-RALLY

Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.

ZELDA: MAJORA'S MASK

Thieving Bird Problem

If you get hit by the bird in Termina Field you will lose one of your items. Thankfully, you can get it back. All you have to do is go to the Curiosity Shop at 10:00 (PM) and buy it back from the teller.

Blast Mask Protection

While wearing the Blast Mask you would normally get hurt when you make it explode, but if you hold down the R button to put your shield up, you won't get any damage when you blow yourself up.

Be normal Link in the Termina Field

To do this you have to buy a magic bean and a bottle of water and grow it in the Observatory Area (outside, where you get the Tear of Moon).

Warp Ahead 12 Hours

Play the song entering the keys C-Right, C-Right, A, A, C-Left, C-Left. This will play a song that warps you ahead 12 hours. This can be used at any time in the game.

Slow Down Time

If you play the Song of Time backwards, all time will go at about 1/3 it's normal rate. This is very useful for long dungeons and exploration!

Beat the Ikana Knights Easily!

Insure that you have to get the Bunny Hood before you do this and then go to Ikana Kingdom. When you find and begin to fight the two knights quickly put the mask on. If you play the music they will begin to dance and march. Change from the mask so that you can use your sword and attack them (This strategy does not work to Ikana King however!)

Broken Signs?

If you've destroyed a sign, play the Song Of Healing: C Left, C Right, C Down. The sign will then repair itself.



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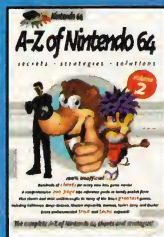


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NINDEX

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, allowing you to compare different games at a glance.

If you want to get the low-down on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every issue we'll be re-evaluating games from past issues to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

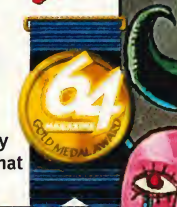
STRATEGY/SIMULATION Games that test your brain rather than your reflexes

90% AND ABOVE

If a game gets a 64 Sizzler then it's a game that's well worth buying.

95% AND ABOVE

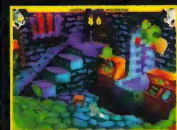
The Gold Medal Award only goes to those few games that you absolutely *must* own!



Game Name	Company		Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	32	68%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	15	40%	Slow and unplayable <i>Wipeout</i> rip-off.
Airboarder	Human	1-2	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	24	70%	Not entirely successful 'real' tennis game.
Armored: Project Swarm	Acclaim	1-4	34	81%	<i>Turok</i> -based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4	45	68%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4	36	42%	Hard-to-play and unnecessary <i>Asteroids</i> update.
Augusta Masters '98	T&E Soft	1-4	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	36	84%	Surprisingly playable fishing game.
Batman Of The Future: Return Of The Joker	Ubi Soft	1	46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
Battletanx	3DO	1-4	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	37	69%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1	20	82%	Time-travel action where you wipe out giant alien bugs.
Bombberman 64	Nintendo	1-4	9	80%	Bomb-chucking platformer with disappointing battle game.
Bombberman Hero	Nintendo	1	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6	45	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	22	90%	As <i>BAM2</i> , but now for four players!
California Speed	Midway	1-2	26	45%	Tragically bad sequel to <i>Cruis'n USA</i> and <i>World</i> .
Carmageddon 64	SCI	1-2	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	34	69%	<i>South Park</i> version of <i>Mario Party</i> – more a renter than a buyer.
Chopper Attack	GT Interactive	1	18	70%	Plodding <i>Desert Strike</i> -style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2	8	8%	The second-worst game on the N64 after <i>Carmageddon</i> !
Command & Conquer	Nintendo	1	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	37	83%	A fun little golf game with some nice features!
Daikatana	Kemco	1-4	38	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	7	84%	Fun mix of racing and exploration.
Donald Duck: Quack Attack	Ubi Soft	1	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.
Donkey Kong 64	Nintendo	1-4	34	93%	Huge platform adventure that's like <i>Banjo</i> , only more so.
Doom 64	GT Interactive	1	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	3	30%	Snoozesome Japanese <i>Mario</i> clone for kids.

OUR TOP TEN!

1: TOM AND JERRY



2: PERFECT DARK



3: STARCRAFT 64



4: GOLDENEYE



5: B&D 2



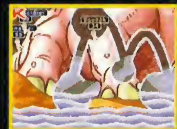
6: TWINE



7: ZELDA



8: WORMS



9: MARIO TENNIS



10: WWF: NO MERCY



64 TOP SHOOT-EM-UPS



- 1 *Perfect Dark* 98%
- 2 *Goldeneye* 95%
- 3 *TWINE* 94%
- 4 *Quake II* 93%
- 5 *Vigilante 8: Second Offense* 92%

64 TOP FIGHTING GAMES







- 1 *Tom and Jerry* 95%
- 2 *WWF No Mercy* 95%
- 3 *WWF Wrestlemania 2000* 93%
- 4 *Super Smash Bros* 87%
- 5 *WWF Warzone* 86%



TEST OF TIME

Issue 7 saw the arrival of *Diddy Kong Racing*, so it seems appropriate to look back at it now, as Rare's newest racer comes in for review. Has *Diddy* stood the test of time...?

Game Name	Company	   	Issue	Score	Comment	
Dual Heroes	Hudson	2	●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	●	45	85%	Humorous cartoon escapade with Buck Rogers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	●	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	●	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	●	37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4	●	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4	●	41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	24	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	●	11	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak Interactive	1-4	●	44	78%	Above average beat-'em-up offering nothing new over the original
Fighting Force 64	Crave	2	●	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4	●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	●	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	●	33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4		3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2		24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	●	18	64%	Clunky, unrealistic & dull racing game.
Harvest Moon	Natsume	1		39	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	●	44	80%	Challenging adventure with a few flaws and some nice scenery.
Hexen	GT Interactive	1-4	●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.



Diddy Kong Racing

Nintendo • £49.99
Original Rating: 95%

When this first came into the office we were overcome by awe at the graphics, the speed and the annoying noises the characters made. At the time it was fantastic, and it's still tremendous fun to play - although the graphics don't have the impact they once did. If you like *Mickey's Speedway* and haven't played this yet, track down a copy!

Score:

84%



Duke Nukem 64

GT Interactive • £59.99
Original Rating: 90%

Another title which wowed us at the time and which is still pretty good fun to play today! Now the graphics definitely look a little dated and the gameplay doesn't measure up to *Quake II* or *Perfect Dark*, but this is still worth a look for anyone who's into first-person shoot-'em-ups. Find out what all the fuss was about!

Score:

81%



Extreme-G

Acclaim • £59.99
Original Rating: 90%

One of the first games Roy ever reviewed, this one was also one of the very early N64 racers. Still fast and fun to play, but many titles since have improved on the graphics and the handling. No longer 'the definitive N64 race game' that Roy originally branded it, although that quote does still adorn the game boxes - doh!

Score:

77%

Game Name	Company	Icons	Issue	Score	Comment
Hot Wheels Turbo Racing	EA	1-2 ● ● ● ●	35	80%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2 ● ● ● ●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4 ● ● ● ●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4 ● ● ● ●	17	83%	Odd mix of racer and platformer that's quite good fun.
Indy Racing 2000	1-2	● ● ● ●	43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2 ● ● ● ●	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4 ● ● ● ●	39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4 ● ● ● ●	44	90%	Fantastic footie fun but not really any better than ISS '98.
ISS 64	Konami	1-4 ● ● ● ●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4 ● ● ● ●	18	95%	The best football game ever. Fact!
Jeremy McGrath Supercross 2000	Acclaim	1-4 ● ● ● ●	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4 ● ● ● ●	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ● ● ● ●	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4 ● ● ● ●	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3 ● ● ● ●	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4 ● ● ● ●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4 ● ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4 ● ● ● ●	40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4 ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ●	21	96%	Nintendo's tour de force – one of the best games ever written!
The Legend Of Zelda: Majora's Mask	Nintendo	1 ● ● ● ●	47	95%	Worthy sequel to a truly legendary Nintendo game!
Lode Runner	Infogrames	1 ● ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4 ● ● ● ●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4 ● ● ● ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ● ●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ● ● ●	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ● ● ● ●	24	65%	Tetris with Mickey Mouse. Stunning. [Note the sarcasm.]
Mario Golf	Nintendo	4 ● ● ● ●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ● ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ● ●	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4 ● ● ● ●	47	80%	More of the same, although the original was better.
Mario Tennis	Nintendo	1-4 ● ● ● ●	44	92%	Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4 ● ● ● ●	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4 ● ● ● ●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1 ● ● ● ●	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ● ● ●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4 ● ● ● ●	39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4 ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4 ● ● ● ●	35	84%	One of the best N64 basketball games.

64 TOP

ADVENTURE GAMES



- 1 **Zelda** 96%
- 2 **Zelda 2** 95%
- 3 **Resident Evil 2** 94%
- 4 **Silicon Valley** 87%
- 5 **Castlevania 2** 86%

64 TOP

PLATFORM GAMES



- 1 **Rayman 2** 94%
- 2 **Donkey Kong 64** 93%
- 3 **Super Mario 64** 92%
- 4 **Rocket Robot On Wheels** 91%
- 5 **Shadow Man** 90%

64 TOP

4-PLAYER GAMES



- 1 **Perfect Dark** 98%
- 2 **Goldeneye** 95%
- 3 **ISS '98** 95%
- 4 **WWF No Mercy** 95%
- 5 **TWINE** 95%

64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 F-1 World Championship 94%
- 3 Ridge Racer 64 91%
- 4 Micro Machines Turbo 64 90%
- 5 F-Zero X 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%

64 TOP GAMEBOY COLOR TITLES



- 1 Tomb Raider 97%
- 2 Lemmings 93%
- 3 TOCA: Touring Car 92%
- 4 Dairatana 92%
- 5 Cool Bricks 90%

Game Name	Company	Icons	Issue	Score	Comment
NBA Live 2000	EA Sports	1-4 ● ● ● ●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4 ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ●	27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4 ● ● ● ●	42	78%	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2 ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ●	21	89%	Updated and improved version of <i>NFL QBC '98</i> .
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to <i>Breakaway '98</i> , so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1 ● ● ● ●	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle: Person Of Lordly Caliber	Atlus	1 ● ● ● ●	47	69%	Tactical RPG that will only appeal to a very specific kind of gamer...
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4 ● ● ● ●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	45	90%	The N64's first shoot-'em-up without any guns in it!
Pokémon Stadium	Nintendo	1-4 ● ● ● ●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	89%	Simple but horribly addictive <i>Tetris</i> -style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4 ● ● ● ●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	91%	The best version of <i>Ridge Racer</i> so far & the hottest racing game on the N64!
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	78%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	<i>SF Rush</i> sequel – better handling, but less exploration.
San Francisco Rush	Midway	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
San Francisco Rush 2049	Midway	1-4 ● ● ● ●	46	90%	The third – and best – racer in the <i>Rush</i> series!
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ● ● ● ●	1	58%	<i>Duff Star Wars</i> tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1 ● ● ● ●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ● ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-buck licence based on the <i>Turok 2</i> game engine.
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done twist on a standard racing theme.

Game Name	Company	Icons	Issue	Score	Comment
Space Station: Silicon Valley	Take 2	1	20	87%	Bizarre but engrossing adventure full of robot animals.
Starcraft 64	Nintendo	1-2	42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3D.
TGR 2	Kemco	1-4	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	32	80%	Yet another Tetris update, this time with a four-player mode.
The World Is Not Enough	EA	1-4	47	94%	Bond returns in the game that Mission Impossible should have been!
Tom & Jerry: Fists Of Furry	Ubi Soft	1-2	46	95%	Absolutely outstanding cartoon cat 'n' mouse beat-'em-up.
Tonic Trouble	Ubi Soft	1	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	38	93%	The only skateboarding game on the N64 - luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	21	60%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
Wipeout 64	Midway	1-4	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4	30	87%	Takes Warzone's place as the best wrestling game.
WCW Mayhem	EA	1-4	34	74%	Feeble crack at a wrestling game.
WWF No Mercy	THQ	1-4	45	95%	The best wrestling game in the world... ever!
WWF Warzone	Acclaim	1-4	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

64 TOP

STRATEGY SIMULATION GAMES



- 1 Starcraft 64 95%
- 2 Command & Conquer 90%
- 3 Premier Manager 64 85%
- 4 Blast Corps 80%
- 5 Ogre Battle 64 69%

64 TOP

BAD GAMES



- 1 Carmageddon 0%
- 2 Clayfighter 8%
- 3 The Glory Of St Andrews 10%
- 4 Superman 14%
- 5 Waialae Country Club 15%

64 MAGAZINE NEXT ISSUE

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64 MAGAZINE is published by
Paragon Publishing Ltd (tel:
(01202) 299900, fax: (01202)
299955, www.paragon.co.uk)
and is available from your
local wholesaler.
64 MAGAZINE is distributed by
Seymour (tel: 01202 200232)
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1366-6266), priced
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basis. 64 MAGAZINE is
published 13 times
a year.

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Subscriptions

Annual Subscription Rates
UK: £36 Europe: £40 Rest of World: £60

Printed by

Duncan Web Offset, Farleigh Hill, Tovil,
Maidstone, Kent, ME15 6XA

Distributed by

Seymour, 1st Floor, 85 Newman Street,
London, W1P 3LD
Tel: 0171 356 8000

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ISSN 1366 6266

Dead Pool: Bad hair days; Running out of
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Self-important people; Nazis; Late freelance;
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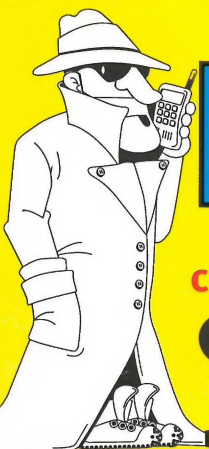
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